Tip heaven! PLAYING GUIDES FOR OSCAR, HUMANS 2 AND DEEP CORE

amiga FORCE

FRONTIER: ELITE 2

BRABEN'S STUNNING SEQUEL — REVIEWED!

CD32 SPECIAL

REVEALED: THE GAMES, THE PICTURES, THE PROMISES.

FREE! 1994 CALENDER

impact

32

9 770967 702026

£2.25 No 13

CHRISTMAS 1993

PRINTED IN THE UK EXPORT £2.25 STERLING

CREATING 90s READING

Reviewed: MICRO MACHINES ■ URIDIUM 2 ■ ALFRED CHICKEN ■ OVERKILL ■ DOGFIGHT... AND MORE!

Join a team of the meanest mercenaries in the Luyten star system, to complete the toughest mission ever created on screen.

In a world of cruel mutants and hi-tech weaponry, you're not just fighting to finish the job – you're fighting to stay alive.

Hired Guns has been hailed as the ultimate multi-player RPG.

Apart from the sensational graphics and outstanding playability that comes from 12Mb* of data, a unique multi-player mode allows up to four players on screen at any time.

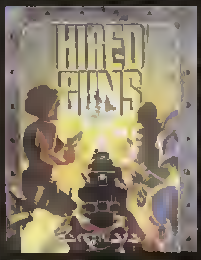
We dare you to accept the job.

We challenge you to finish it.

Universally hailed as the "best Amiga game ever" (97% Amiga Force) it's even more awesome on the PC.

*PC VERSION

AVAILABLE ON PC AND AMIGA.



HELPLINE 0891 101 269

All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

HAVE YOU GOT THE GUTS?

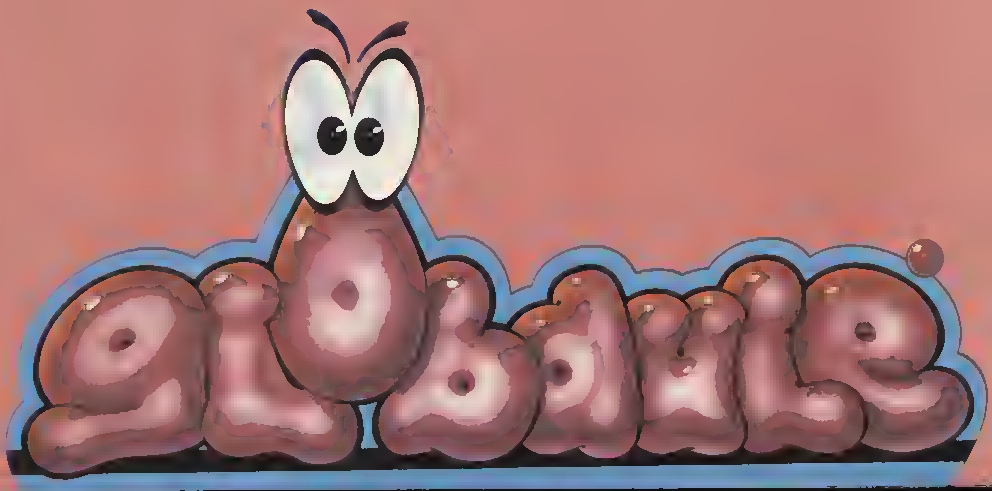
WIN one of five Advanced Gravis Ultra Sound cards. Just answer this question: In which star system does the game take place?

a) Luton b) Luyten c) Lyons

Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Hired Guns take no prisoners, Psygnosis Competitions, Dept.1778, Wavertree, Milton Keynes MK6 1HQ, UK.

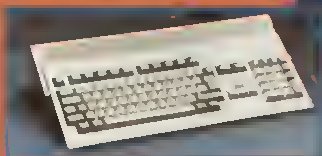
PSYGNOSIS

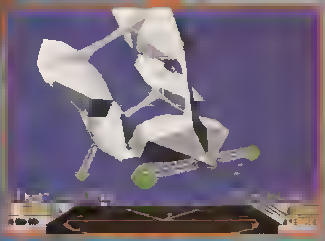
SPLATTING INTO YOUR AMIGA SCREEN NOW!

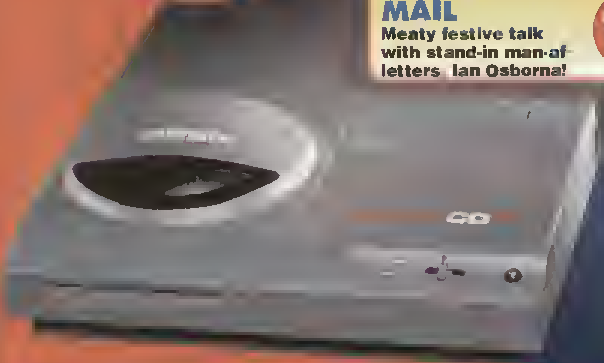


amiga FORCE

ISSUE 13
CHRISTMAS 1993







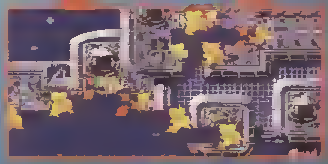
What's here?

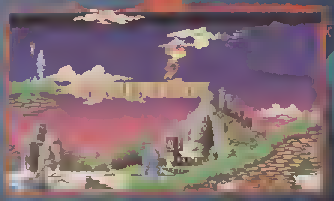
Contents!

REVIEWS INDEX

FULL-PRICE/ PLAYTEST

BUDGET





amiga FORCE

EDITORIAL (5626) 65611
ADVERTISING (5555) 575551

- EDITOR Chris Marke
- DESIGN Ian Lawson Mark Ayshford
- FEATURES EDITOR Ian Osborne
- GUEST WRITER Mark Smith
- DESIGN ASSISTANTS Gary Frost Jason McEachren
- TIPS ED Marc Powell
- FINAL EDIT Nick Roberts
- SCANNING Ian Lawson Colourscans Ltd
- ADVERTISING Neil Dyson Michelle Bullen Jackie Morris
- PRODUCTION MANAGER Franco Frey
- PRODUCTION TEAM Matthew Uffindell Carl Rowley Julian Gittoes
- PUBLISHER Graeme Kidd
- EDITORIAL DIRECTOR Eddie McKendrick
- PUBLISHING DIRECTOR

AMIGA FORCE, Ludlow, Shropshire SY8 1JW. ■ © 1993 Impact Magazines (UK) Ltd. ■ ISSN 09647-792X ■ Produced by Computerfacts for Impact Magazines (UK) Limited ■ Printed in the UK by BPCC ■ Distributed by Comag ■ Subscriptions — 061 357 1275 (24 hrs) ■ With thanks to James.

impact
AN IMPACT LEISURE MAGAZINE

AMIGA FORCE is brought to you by the people also behind... COMMODORE FORCE SNES FORCE SEGA FORCE MEGA SEGA MASTER FORCE and coming soon... MEGA MACHINES

Read all about it!

CD CHRISTMAS ISSUE!

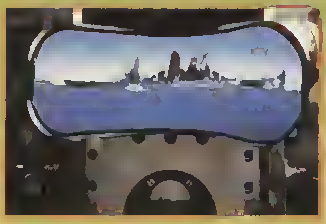
Welcome, one and all, to the Christmas issue of AMIGA FORCE! This is no issue unlike any other — not only have we crammed in the regulars, the likes of *Uridium 2* and *Dogfight* got the AF review treatment and we've also put together the definitive guide to the CD32!

Sure, we've covered much of the technical side before, but now that the games are arriving in droves, we thought this would be an ideal time to give you the lowdown on the latest and forthcoming attractions. There's *Zool*, Gremlin's classic platformer, the latest on *Microcosm* and *Sleepwalker*, a complete guide to the games you can expect in the next few months ANR details on the machine itself, its capabilities, prospects and information on the many CDTV games that work with Commodore's 32-bit wonder!

As I said, it's not a matter of leaving Amiga computers on the sidelines. The budget side of things is alive and kicking — just look at *Knights of the Sky* to see what I mean! The minions mining up the remainder of the AMIGA FORCE team had to drag Ian Osborne away from his machine to get the mag finished in time — he could hardly leave the game alone!

Your yuletide gift comes in the shape of a great calendar, so you'll never have reason to miss any AMIGA FORCE issues in the new year.

Have a great Christmas and a mad 'n' hed New Year. For all you lucky enough to get a CD32 for Christmas, keep this issue near at hand so you know just what's worth buying out there.



FORCES IN COMBAT...

Empire are to release the sequel to their killer collection *Combat Classics*. Unsurprisingly titled *Combat Classics 2*, the compilation features former MicroProse games *Silent Service 2* and *F19 Stealth Fighter*, as well as Empire's highly acclaimed tank sim *Pacific Islands*.

Retailing at a heady £34.99, the pack is a must for strategy fans who have none of the games already.

SURE PLAYS A MEAN PINBALL...

A two-game compilation featuring the highly acclaimed pinball sims *Pinball Dreams* and *Pinball Fantasies* is set to be released by 21st Century Entertainment.

With their scope of eight tables, the games have long been regarded as the best computer pinball outings ever. The intelligently designed tables are packed with features, the ball movement is extremely realistic and the graphics are outstanding.

The earlier game, *Pinball Dreams*, was packaged with many Amigas but if you own neither game the twin pack is a real bargain, even at £34.99.

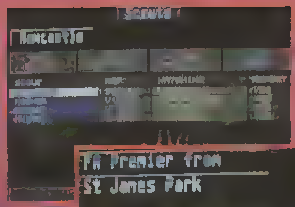
Pinball Special Edition hits the shelves on 11 November — look out for a full review next ish.

ON THE LE

SEASONAL GREETINGS

Domark are to release an update disk for their acclaimed *Championship Manager 94*. Retailing at £9.99, it provides all the necessary information enabling you to update the aforementioned game with all pre-season transfers, mo[illegible] promotions and rel[illegible] occurred since the e[illegible] of last season. For example, ol Clough[illegible] gone and his son's moved to Liverpool, Hoddle's the play[illegible] manager of Che[illegible], Warhurst's gone to Blackburn, Birmin[illegible] City are still crap.

The game should [illegible] the shelves any day now.



News!

CREW CUT

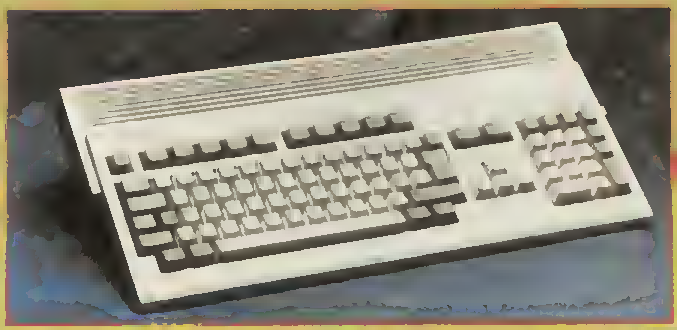
Core Design's first CD-32 release is set to be *Skeleton Crew*, a game designed specifically for the machine.

At the time of writing no further details were available, but rest assured we'll bring you an in-depth preview as soon as possible. It's great to see one of the UK's premier software houses developing CD-32-specific games, and if others follow suit the machine should be a big success.

RAY'S A LAUGH

Spectra Video have unveiled yet another joystick, the £15.99 Delta Ray.

The stick features a comfort grip handle, nine high quality microswitches, five fire buttons(!), auto and rapid fire functions and an extra long connector cable for more movement (ahem).



COMMODORE IN A1200 FURORE

Commodore are producing a new A1200 bundle for the Christmas period. The *Desktop Dynamite* pack costs £349, but is bundled with £310 worth of software including games, *Dennis* and *Oscar*, and productivity titles, *Wordsworth V2*, *Print Manager* and *Deluxe Paint 4 AGA*.

Desktop Dynamite replaces all A1200 bundles currently available, including the stand-alone model.

VEL...

HMV Games LEVEL ONE

HMV Games have unveiled what they describe as the world's biggest and best dressed video games department in Oxford Street, London.

Customers enter the store called Level One through a 'light tunnel' opening into a 6000 square foot arena featuring cinema quality 'surround sound', a video games challenge area and mood-altering lights. HMV describe the project as 'virtual retailing', obviously keen to incorporate the latest buzzword into their publicity material.

The store stocks over 5000 titles across all computer and console formats.

CORE-KERS...

Core Design are to launch a new budget label, Corkers, featuring their extensive back catalogue. The games sell for £9.99 though this price point is being kept flexible allowing package and disk intensive games to hit the shelves at a higher price.

The first batch of games hitting the shelves this month include the rather cool *Corporation* (shown here), *Chuck Rock*, *Torvak The Warrior* and *Warzone*.

It's always great to see a new Amiga budget label so good luck to the guys and gals at Core.

ON YER BIKE!

Craftgold, creators of *Fire & Ice* and *Undium 2*, are working on a motorcross simulation. Modelled on the Australian 500cc KTM Motorcross, the game's to feature world championships, single races, 3D terrain, user defined team options and pits with start up facilities.

Craftgold publishers Renegade are, by way of promotion, sponsoring the leading KTM rider in this year's championship. Great Britain's Jeremy Whately. Their logo is featured on all team bikes and riders in the 125, 250 and 500cc championships. KTM and Jeremy Whately are also providing technical information for the programmers use.

KTM Motorcross hits the shelves in mid-1994.

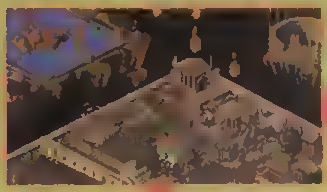
News!

GAMETEK GET SHIRTY

Gametek have produced a limited edition T shirt promoting this month's rave review *Frontier — Elite II*

Featuring the hooped planet and game logo as seen on the box the shirt looks far more subtle than the garish monstrosities associated with many games

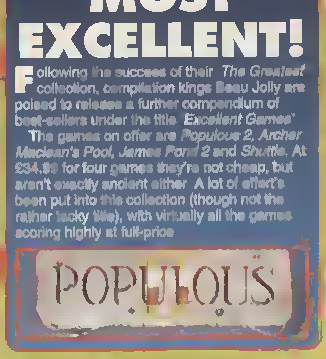
The T-shirt costs £9 99 plus £1 00 p&p and is available only in extra large Order forms are given with the game



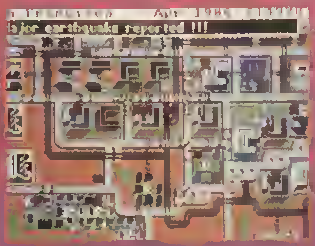
MOST EXCELLENT!

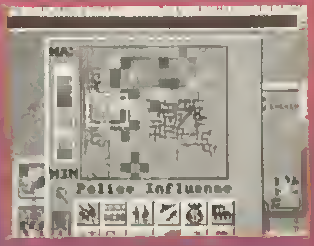
Following the success of their *The Greatest* collection, compilation kings Beau Jolly are poised to release a further compendium of best-sellers under the title *Excellent Games*

The games on offer are *Populous 2, Archer Maclean's Pool, James Pond 2* and *Shuttle*. At £34.99 for four games they're not cheap, but aren't exactly ancient either A lot of effort's been put into this collection (though not the rather tacky title), with virtually all the games scoring highly at full-price



DOUBLE ACT





Infogrames no longer develop for the Amiga (boo!), but they're squeezing every last drop of blood from the market with three twin-game packs

The *Sim City/Populous* pack has been available for some time now, but is to be re-released with completely revamped packaging. *Sim City* also features alongside *Lemmings* in a separate pack the third offering being *Tetris/7 Colours*.

The *Sim City* packs especially are quality offerings, but at £29 99 they seem a little overpriced for such old games Still, if you haven't played any of them you don't know what you're missing — check out the bargain-bins for the original full-priced copies first, though

Top 20!

ELSPA CHARTS PENGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

Space Hulk storms up the charts pushing Domark's footy sim into second spot

1	**Space Hulk**	Electronic Arts
	Championship Manager '93	Domark
3	**Hired Guns**	Psygnosis
	Premier Manager	Gremlin Graphics
5	**Project X**	Team 17
	Syndicate	Electronic Arts
7	**Graham Taylor Soccer Challenge**	Buzz
	Sensible Soccer '92 / '93	Renegade/Mindscape
9	**Goal!**	Virgin
	Alien Breed: Special Edition '92	Team 17
11	**Dogfight**	Microprose
	Links - The Challenge of Golf	Kixx
13	**Combat Air Patrol**	Psygnosis
	F17 Challenge	Team 17
15	**Flashback**	US Gold
	Gunship 2000	MicroProse
17	**Overdrive**	Team 17
	European Champions	Ocean
19	**First Division Manager**	CodeMasters
	The Patrician	Ascon UK

NOW ... a soccer simulation that combines realism with fast arcade action!

EUROPEAN CHAMPIONS

COMPETE TO BECOME THE PREMIER TEAM IN EUROPE

AMAZING GAME-PLAY FEATURES:

- **TACTICS** - Select one of the many easy set up BUILT-IN TACTICS options or DESIGN YOUR OWN!
- **INTELLIGENT PASSING** - Choose one of three different modes for best perfect passing.
- **ONE TOUCH FOOTBALL** - Build up moves quickly and fluently. Anyone can look good and if you are good you'll PLAY LIKE A MAGIC.
- **SPECTACULAR** - Large, SUPERBLY ANIMATED players look as if they're ready to burst out of your screen!
- **REALISTIC** - Versatile yet realistic - short passes and pitch conditions feel really INFLUENCE THE GAME-PLAY.
- **ACTION REPLAYS** - Added to make it even more exciting and more realistic. Featuring FULL VIDEO CONTROLS (rewind, fast forward, freeze frame, slow motion). You can even change the camera angle during a replay to find out what was happening elsewhere on the pitch!

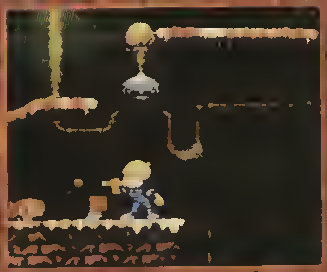
AMIGA
ATARI ST
IBM PC & COMPATIBLES

ocean

OCEAN SOFTWARE LIMITED - 2 CASTLE STREET
CASTLEFIELD MANCHESTER M3 4LZ
TEL 061 832 6633 FAX 061 834 0650

Just arou the Corn

More polished performers on their way — don't be surprised when you read reviews of some of these games in other mags. They aren't yet finished, but this doesn't stop certain cynical reviewers rating them.



DENNIS

Ocean

Trust Ocean to come up with the goods — whenever there s a film licence up for grabs an Ocean accountant s always there with a cheque book at the ready

This one s based on the film which is based on the cartoon which is based on a grubby little tearaway called Dennis! Well why not? Tiny terrors are in fashion now — just ask McCauley Caulkin!

The film bombed in Britain It gained a small cult following among the kids but never reached the pinnacles of critical acclaim enjoyed by Home Alone and the lik — serves em right for jumping on the bandwagon I suppose The cartoon fared no better recently losing its slot on Channel 4 s The Big Breakfast Perhaps Chris Evans couldn t tolerate another nauseating fool who looks about eight on the show

Of course none of this should cast any doubts on the game Look at Navy Seals — the film sank like England s hopes of reaching the World Cup finals but the game did extremely well There s no reason at all why Dennis shouldn t follow in its footsteps

No release details are available at the time of writing but rest assured we ll bring you more news as it s made

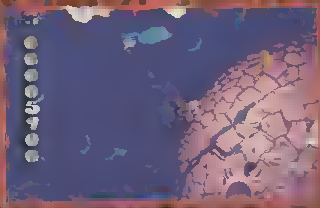
STARDUST

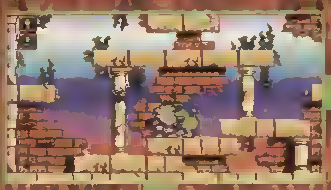
Bloodhouse

We showed you this one a while ago but it s come on quite a bit since our last preview and now we give you a second glimpse — any excuse to print those gorgeous graphics

There s not much of a plot to speak of — it s *Asteroids*, basical[illegible], it's been updated no end — check [illegible] There are power-[illegible] baddies and a [illegible]

Perhaps [illegible] is it only costs £10.99 And [illegible] we [illegible] you about those gorgeous graphics?





MAGIC BOY
Empire Software

No *Magic Boy* isn't a dodgy copying device for handheld Nintendos. It's a snazzy cartoon platformer from Empire.

The Magic Boy of the title's a rather bad wizard's apprentice. Not the brightest of beings he's always forgetting to do really important things and as a result the mage's monsters have escaped. Luckily, the wizard had gone away when it happened (leaving the boy wonder in charge — makes you wonder about his intelligence, doesn't it?).

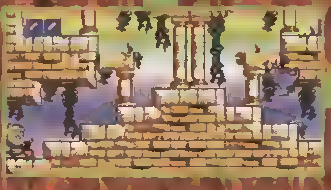
Does this sound like a good excuse for a cutesie platformer set against the clock? You bet your magic wand it does.

Set across four separate worlds with unique graphics and monsters, the game contains a total of 96 levels, 32 of which are hidden — that should stop platform prodigies completing it in a week!

Numerous hidden features are on offer, such as special weapons, invincibility potions, hidden blocks, extra lives, extra continues, warps to the next level and bonus points.

For once the programmers include a password system so you can complete the game in bite sized chunks, though their eight entry points could prove to be spread very thinly across 96 levels.

Magic Boy comes to you courtesy of the team behind the award winning *Pipe Dream* and should be ready for review fairly soon.



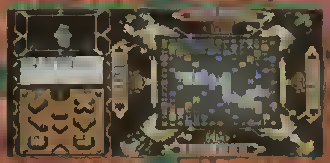
SCRABBLE
Supervision

How many of you are getting Scrabble for Christmas this year? Come on, own up. It's not as flashy as the latest supa dupa-wotsit with loads of flashing lights but I bet it's a damed sight more fun.

Trouble is, you always need friends to play it with. If you have none, or the only person who wants to play is your smart-arse cousin who always gets As for English and reads dictionaries for pleasure, you won't get much of a game. Until now! Supervision, who are also working on conversions of Monopoly and Cluedo, are to release *Scrabble* for the A1200.

You can choose your opponents from the nine personalities on offer, each of whom has nine levels of strengths and weaknesses. The game follows the standard rules of Scrabble with the computerised opponents playing (or so it's claimed) intelligently. The in game dictionary contains 50,000 words, and there's even an on-screen tutorial option.

With such a large dictionary it's unlikely there'll be a 16-bit version, but on the A1200 it should be great. Smiffy might have a few problems, though — all the words he knows are one syllable!



MEAN ARENAS

Ice

ICE's forthcoming attraction *Mean Arenas* is not what you expect. The best way to describe it is as a cross between *Pacman* and *Smash TV*, only twice as good and very playable!

As a contestant on *Mean Arenas* you have to traverse the mazes of the gameshow, collecting the goodies, pocketing bonuses and avoiding the different enemies buzzing around the place. Weapons can be collected to help you through the various stages, but mostly you have to rely on skill and judgement to make it through intact.

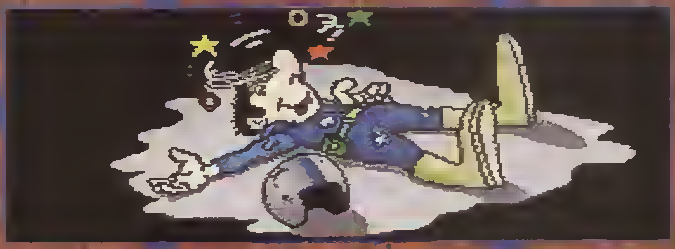
The hosts of the Channel 27 TV show are real characters, providing commentary as you play. He took a hit! roars the tall chap; Yes indeed, retorts the ear-waggling fat bloke, in a passable *Mr Bean* imitation. The audience claps when you perform a good move, [illegible] take out one of the robots, wh[illegible] join the Oooohs! when you [illegible]

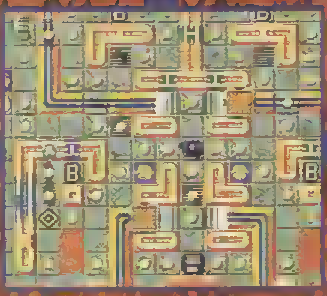
There are tonnes of [illegible] new concepts and [illegible] one side of the arena [illegible] for any robots we [illegible] ng in the wrong. You [illegible] have to deal with arrows fired, sprung when you step on a pressure pad, *Indiana Jones*-style rolling balls and switches changing the position of walls.

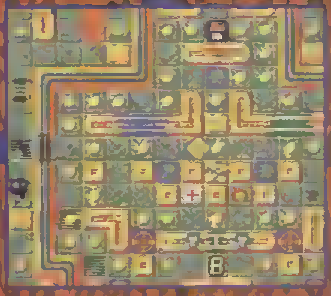
The enemies come from the centre of the screen a la *Pacman*, while this also pays homage to the classic gobble 'em up in the way you need to collect pods every step of the way before the level can be completed.

Levels include the Robo Arena, full of mutated cyborgs and dangerous androids, the Dungeon Zone, which comes complete with medieval tricks and traps, the multi coloured Rainbow Arena where you face the prospect of riding on a speeding chair lift and dealing with flame-throwers and lava-pits, and Starship Zone, complete with conveyor belts to throw you off track and mines to blow you off screen!

Although rather minuscule, the birds-eye view graphics are very smooth, detailed and effective. The playable demo we had was one [illegible] major attractions of the month — we're [illegible] forward to getting our mitts on a fully [illegible] game in time for the next issue's [illegible] be there.







AMIGA
AMIGA
AMIGA
AMIGA
AMIGA

ACTION REPLAY MK III

STILL ONLY

£59.99

AMIGA A500/500+
FOR 1500/2000 VERSION £69.99

THE WORLDS MOST POWERFUL FREEZER-UTILITY CARTRIDGE

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**

Special compacting techniques enable up to 3 programs to fit on one disk. New saved directly to disk as Amiga Dos reloads independently of the cartridge even transfer to hard Drive. Works with up to 2 Meg of Ram even 1 Meg Chip Mem (Better Agnus)

NEW

- **SUPER POWERFUL TRAINER MODE**

now with DEEP trainer. Does better than before allows you to generate more or more infinite lives fuel ammo. Perfect as a Trainer Mode to get you past that impossible level. Easy to use.

- **IMPROVED SPRITE EDITOR**

The full Sprite Editor allows you to view/modify the whole sprite set including any attached sprites. PLUS A RANGE OF IMPROVED FEATURES.

- **VIRUS DETECTION**

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW

- **BURST NIBBLER**

New this super disk copier program to built into Action Replay Mk III. Just imagine a superfast, efficient Disk copier program at the press of a key no more waiting.

- **SAVE PICTURES AND MUSIC TO DISK**

Pictures and sonic samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW

- **PAL or NTSC MODE SELECTABLE**

Useful for removing ugly borders when using NTSC software (Works only with newer Agnus chips)

- **SHOW MOTION MODE**

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

NEW

- **MANY MORE INSTANT CLI COMMANDS**

like Dosgame Reload Copy etc

- **RESTART THE PROGRAM**

Simply press a key and the program will continue where you left off

- **FULL STATUS REPORTING**

At the press of a key you can now view the Machine Status, including Real Ram, Chip Ram, RamDisk Drive Status, etc

- **POWERFUL PICTURE EDITOR**

Now you can manipulate and search for screens throughout memory. Over 30 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close in offering such dynamic screen handling of frozen programs!!

NEW

- **JOYSTICK HANDLER**

allows the user to select Joystick instead of Keypresses very useful for many keyboard programs

- **MUSIC SOUND TRACKER**

With Sound Tracker you can flip the complete music in programs games, etc and save them to disk. saved in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**

From the Action Replay III Preferences Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW

- **IMPROVED RAM EXPANSION SUPPORT**

Now many more external Ram Expansions will work with all Action Replay III components.

- **DISKCODER**

With the new "Diskcoder" option you can now tag your disks with a unique code that will prevent the disk from being loaded by anyone else. Tagged Disks will only reload when you enter the code. Very useful for security

NEW

- **BIT MAP**

allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**

Action Replay III now has screen colour preferences with mouse setup. Customise your screens to suit your taste. Very simple to use

- **DISK MONITOR**

Invaluable disk monitor. Displays disk information in easy to understand format. Full modify/save options.

NEW

- **IMPROVED PRINTER SUPPORT**

including compressed/small character command.

- **DOS COMMANDS**

Now you have a selection of DOS commands available at all times. DIR, FORMAT COPY DEVICE etc

NEW

- **FILE REQUESTER**

If you enter a command without a filename then a file requester is displayed

- **DISK COPY**

Disk Copy at the press of a button faster than Dos Copy. No need to load Workbench available at all times.

NEW

- **PLUS IMPROVED DEBUGGER COMMANDS**

Including Mem Watch Points and Trace.

- **DOS SELECTOR**

Either DF0 or DF1 can be nominated as the boot drive when working with Amiga Dos Disks. Very useful to be able to boot from your external drive

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING -

- Full M68000 Assembler Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Rom as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers even write only registers
- Notepad
- Disk handling show actual track Disk Sync pattern etc
- Dynamic breakpoint handling
- Show memory as HEX ASCII Assembler Decimal
- Copper Assembler/Disassembler new with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR

WARNING 1988 COPYRIGHT SOFT WARRING
Datel Electronics Ltd hereby condones no responsibility for the use of its products for the reproduction of copyright material.
The backup features of the product are intended only for software such as Public Domain material, or software where permission to make back up has been given/given.
It is illegal to make copies of copyright material without the express permission of the copyright holder.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!
ALL CHEQUES POSTAL ORDERS MADE PAYABLE TO
DATEL ELECTRONICS
GOVAN ROAD FENTON INDUSTRIAL ESTATE FENTON
STOKE-ON-TRENT, ST4 2RS ENGLAND FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

24 HOUR MAIL ORDER HOTLINE
0782 744707
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460
A/F AAR 1118

MEGA machines

A SIDeWayS ExtRaVagaNZa
FOr ThE MeGA driVe

Issue 1
on sale
NOW!

Buy it or
the Rat is
history!

NOW

Letters!

FORCE nine mail

If you've something interesting to say on life, the Amiga and the like, slap it down on a piece of paper and send it to FORCE NINE MAIL! Every letter printed wins our undying gratitude. Chris has taken a break from the letters this month after suffering a low blow while playing football. Serves him right for exercising, if you ask us. Anyway, the office comedian (or should that be joke?), Ian Osborne, has stepped into Chris' size nines — normal service will resume next month!

Sign of the Times

Dear Phil
Could you please sign and return this postcard?
Stuart Winchester, Upper Killay, Swansea

■ Phil's gone and our new Ed has taken a knock during a rather volatile footy match — will I do?
Ian

Platform Programmer

Dear AF
In August I got an Amiga 600, and I want to program a platform game. Where do I start?
Phillip Connoly, Stretford, Manchester

■ I can't think of any platform equivalent of *SEUCK*, so you'll have to learn to program Europress Software's *AMOS* is an excellent version of BASIC you could do worse than start here. Alternatively, get yourself a good book on assembly language and good luck — you'll need it!
Ian

CD Spoilers

Dear AF
Are there any plans for *Monkey Island 3* on the Amiga? What's LucasArts' next Amiga adventure to be?

Until now you've been comparing the CD32 to the Mega CD. Sega have also got a 32-bit machine in the offing — the Sega Saturn will be ready for 1995. Also, Nintendo are planning a 64-bit machine called the Ultimate Games Machine, and by golly I bet it's gonna be a cracker! What are Commodore's plans for after these two beasts have been released?
Jody Lancaster, Doncaster, S. Yorks

■ There are no plans to release *Monkey Island 3* on the Amiga, but there's a whole batch of earlier adventures now being released on budget. Check out LucasArts' ageing classic *Loom* on Kixx XL — it's a little easy and the graphics aren't as good as those of more modern offerings, but the storyline blows you away.

Sega said a 32-bit CD-based console selling for under £300 would be impossible for at least two years, so it shows how much they know. Also, did you notice that reports of these unbelievably brilliant machines only came out when the CD32 started hogging the headlines? Could they be spoilers, put out to make people wait and see what's around the corner instead of buying Commodore's newie?

If we all waited to see what the next machine's like we'd still use ZX81s cos no one would have bought or developed for, the Spectrum. It's always wise to be cautious when splashing out hard-earned dosh, but let's not take it to extremes. Commodore have a potential blockbuster in the CD32.
Ian

Adventure Antics

Dear Chris
First of all thanks for putting together the best Amiga mag on the market. However I have an idea to make it even better! I notice that you don't have an adventure helpline page. Okay you do put hints and even full solutions in playing tips but this leaves little room for the game tips.

I think that this would be a very good addition to an already super magazine. I hope you do too!
Paul Walker, Worringtoe, Cheshire

■ Although we like to put as many solutions and game tips in each mag as possible introducing a new section (ousting other popular games in the process) may not be too popular with everyone else! However the jury (this side is still out on the idea) so it's over to you readers — enough interest and we'll consider just how to implement the idea of an adventure only tips section!
Ian

Late and Irate

Dear AF
Why were you so far behind with your review of *Combat Air Patrol*? The other Amiga magazines reviewed it over six months ago, but you didn't get it 'till your November issue! This isn't the only time you've been caught napping either — get your act together, AF!
Andy Bonner, Romford, Essex

■ Regarding *Combat Air Patrol*, when did you first see it in the shops? We weren't late at all with our review — in fact, we were the first magazine to review the FINISHED version! Our pre-production copy was sent to us on the day Psygnosis got it back from their duplicators, and as this was right on our deadline I'm sure you must agree that we were actually very early.

We NEVER review unfinished games, it's impossible to rate and evaluate software that's still in development as it forces magazines to overlook potential flaws that may (or may not) be corrected during playtesting. I realise many mags raved about this game long before their long-suffering readers could get their hands on it, but doesn't this make you wonder how much of it they actually saw? To add insult to injury, at least one of the major offenders actually has the cheek to claim they don't review unfinished games either!

Make no mistake, AMIGA FORCE will never resort to such quite [illegible] to gain an exclusive. When buying [illegible] piece of software you want clear [illegible] not educated guesses [illegible] consequent than take a [illegible]
Ian

Seedy Dealings

Dear AF
I have enclosed part of the application form for the CDTV/CD32 User Group. As you can see they offer: A monthly newsletter, software reviews, news, swapping service and the hire of CDTV/CD32 titles all for only £4.99 a year.

After sending the £4.99 to the user group (run by G. Ogden) on the understanding that I would now hire CDs, I was informed through the newsletter that this service costs a further £20!

I have, of course, written asking for my money back. Other readers take note!
M Billerby, Newton Aycliffe, County Durham

■ Hmm... if the group are deliberately hiding charges or misrepresenting their services they could be sailing very close to the wind. If you're considering joining the club, make sure you're aware of the exact charges before parting with money.
Ian

Gamer's Hell

Dear AF
In your opinion what's the worst Amiga game ever? My vote goes to *Super Space Invaders*, as it's boring, dated and not worth anything like £25. There are loads of *Space Invaders* clones in PD, so why fork out for this effort?
Phil 'Hate-'Em-Up' Andrews, Barnstaple, Devon

■ *Super Space Invaders* was certainly overpriced before, but it's not bad now it's on budget. Besides, is it really that bad a game in its own right? We don't think so — it got 70% in Issue Eleven.

As for the worst ever game, let's ask the team ...

IAN — *4th & Inches*, definitely. A sports-sim with only two teams is obviously a non-starter, even without the dodgy sprites, warped pitch and impossible controls. Scoring a less-than-impressive 9% as a budget release, my personal mark would be 2%.

MARK — The biggest pile of poo I've come across has to be *Huckleberry Hound*. With a lack of tie-in, completely tangy gameplay and little in the way of design, this doesn't even warrant a budget release.

CHRIS — Napoleonics for me. I [illegible] loved wargames anyway, but [illegible] is so badly programmed [illegible] Bad graphics, ridiculous [illegible] g times , has this got [illegible] it?

So there you go — [illegible] days of the Amiga there were [illegible] but as these are largely [illegible] on recent rubbish.
Ian

Life, The Universe and (almost) Everything...

Dear Folkies
What's the meaning of life? If it were the Sixties I'd probably answer 'sex, drugs and rock 'n' roll', but it's the Nineties now, so it's Amiga, joystick and games to me. Or better still, 'Amiga, joystick and games, games, GAMES!'

Right? Right! So why do software houses make my life a misery by making their games so bloody difficult and giving them a price tag that's extremely dangerous to your health? What's the point of spending 8,000 drachmas (about £30) on *Project X* if you can't get past the first stage? What's the point designing brilliant graphics like those in the *Dragon's Lair* series when no-one is going to see anything beyond the first screen? I for one don't want to suffer a cerebral breakdown every time I play the game. Why should I risk my health playing something that costs me two weeks pocket money? Actually, I'm going to bite my mouse! Software big heads, please take note — be sensible. We're not psychopathe or masochists.
Themis Broutzos, Athens, Greece

■ You can get a £30 game by saving two weeks pocket money? Your dad must be a millionaire!

Seriously, setting the right difficulty level in a game is always a tricky thing — too easy and it's no challenge, too hard and you never get off the first level. You're right about *Project X* as well — the original version was nigh-on impossible, though they reduced the difficulty level for the budget release.

As for the meaning of life, as Douglas Adams fans everywhere will know, it's 42!
Ian

Dynamic Decisions...

Dear A-FORCE
I'm 13 years of age and it's my birthday soon. Hopefully I'm getting a new computer — I already have an A500+. Should I buy an A1200 or wait for the CD32 console?

I also want a really great flight-sim that's compatible with the A1200. Which should I buy?

After two years on the A500+ I've got a bit bored with the graphics. Everyone I know has an A1200 and the graphics are amazing.

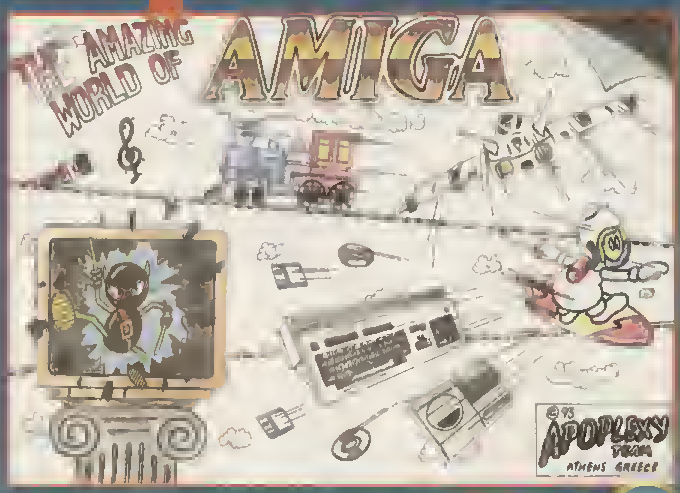
If you don't print this letter . (snip! — Ed).

■ WE decide what we print bud, there's no use threatening us!

If you're into flight-sims there's no point buying a CD32 yet. It has no keyboard and (at the time of writing) no dedicated flight-sims. If I were you, I'd splash out on an A1200 and wait for the promised CD add-on to materialise — that way you can still play your A500+ games (if any are incompatible, ask your fave PD library about them).

The best available flight-sim is (without doubt) *Gunship 2000* from MicroProse. Our favourite based on fixed-wing aircraft is *Access Ch the Sky* (Klux XL), reviewed this very ish. If it's high-speed jets you're after, check out *F/A Stealth Fighter*, also on Klux XL.
Ian

That man Themis Broutzos from Greece not only sent us a cool letter, he also produced this rather spiffing Amiga piccy. Good, eh?



Letters!

Nothing New Under the Sun...

Dear AMIGA FORCE
After losing interest in computers due to so many crap titles hitting the shelves, I'm having another crack at it to see if any originality has crept in. It seems the software companies need a kick-start to help them produce games that are actually worth playing.

My heart goes out to those who remember the classics such as *Infiltrator*, *Dan Dare*, *Green Beret*, *The Eidolon*, *Beyond The Forbidden Forest*, *Falcon Patrol*, *Dropzone* and *Trailblazer* to name but a few. That was the standard set by C64 games and look what it's dropped to!

Come on software houses, get your priorities right. Stop wasting money on big name licenses and try to do something different! Here's looking forward to *Frontier — Elite II*.
Darren Lowes, Hastings Hill, Sunderland

■ Generally speaking we agree with you, but the old C64 scene wasn't an endless stream of unbridled originality — indeed, for all their quality some of the games you mentioned are licenses and/or unoriginal!

Regarding bad licenses, the answer is in our hands. Why should software houses do anything original if people buy crap games on the strength of their licenses? Ocean's *WWF*, for example, was rightly slated in the Amiga magazines yet it still hit the Number One spot. Remember, if we don't buy 'em, they won't make 'em.

The most original games in the last few years were *Populous* and *Lemmings*, and they were both great — come on guys, let's have more of that!
Ian

Do Not Pass Go...

Dear AF
Why oh why oh why *(don't start that you sound like Points Of View — Ed)* don't software companies put level codes in their games? I have several games on my shelf which I know I'll never complete because I'm as bored as hell with the first few levels and don't want to play the game for two to three hours before seeing anything new.

The arguments against level codes are pretty predictable. If would be finished too quickly screams the software company. Who's to say what's too quickly anyway? This is a sure sign there's very little to the game. If they're worried about the gamester leaving a level before he's seen everything it has to offer (fair point) why not put the code for the second level at the beginning of the third, the third level code before the fourth, etc? Even after you've completed Level One you'd still have to play it offering plenty of opportunity to explore it, but as soon as you finish Level Two (by which time the first is becoming boring) you get a code. Now you can fully explore Level Two while working towards Level Three.

The other argument against codes is that they're printed in magazines soon after the game hits the shelves. I don't agree with this attitude — no-one forces the purchaser to use them, and after all it's his money. Also, what's wrong with giving a game its own individual set of self-generated codes (*Gods*), or producing, say, a dozen different sets to make printing them impractical (*Bill's Tomato Game*)?

There's nothing worse than ploughing your way through the same old levels time and again. Many gamers don't have the time to sit in front of their computer for the time it takes to complete a game from scratch, so software houses, the lack of level codes prevents them seeing a portion of your latest masterpiece.
Robert Shaw, Truro, Cornwall

■ Couldn't agree more Rob — what do other readers think?
Ian

1. Sensible Soccer
2. Championship Manager '93
3. Formula One Grand Prix
4. Syndicate
5. Lemmings 2

AMIGA FORCE Readers' Chart!

Finally up and running, the Readers' Chart is fast becoming one of the most popular items in the magazine (well, most of the mail concerns it anyway). After last month's fun trying to tot up all of the scores, we invested in a brand new calculator (logarithms and all). Does anybody know, or care, just what all of those silly buttons on the top of these scientific jobbies do? It's difficult enough finding the ON button these days with all that clutter, yet we reckon that it's all there just for show — they don't really have any use at all but to make students and accountants look good (God knows they need something).

Anyway, enough small talk — if you want to cast your vote, fill in the coupon below and send it to READERS CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Once again, *Sensible Soccer* scored with the voters, claiming that prestigious number one position, but *Championship Manager* and *F1* are slowly catching up! *Syndicate* bursts in at number four, proving that our readers are more than just sport fanatics, while the evergreen *Lemmings 2* hangs on in there at number five. My name's Bruno Brookes — good night.

The most important games in my life right now are:
1. .....
2. .....
3. .....
4. .....
5. .....

MR BLOBBY IS (KEEP IT CLEAN): .....
NAME .....
ADDRESS .....
POSTCODE .....

Shining Wit

Dear Folks
I went to Newton Abbot once. It was closed.
Fred Jones, Exmouth, Devon

■ If brains were dominoes, you'd be a double blank!
Ian

Poor Sucker

Dear Folks
What sort of joysticks do the readers prefer? I use a Konix Speedking for just about everything, but for flight-sims you need a pistol-grip ergonomic flight handle model with four strong suckers on the bottom.

Which brings me to my main point — how do you get the bloomin' things to stay down? Mine comes free at the slightest tug *(ooh, painful — Ed)*, and refuses to grip the desk whatever I try. Any tips would be greatly appreciated.
Jay Pilot, Erdington, Birmingham

■ Try sticking a piece of self-adhesive vinyl floor covering onto your desktop — you can get it from any DIY shop. Your suckers should find this much easier to get to grips with.
Ian

Well that's it for this month — keep your letters, anecdotes, artwork and stale cheese rolls coming in. You never know, you too could have your merry missives printed in the world-famous FORCE NINE MAIL!
For those of you who've been asking why the letter's page is called FORCE NINE MAIL, it's a parody of Force Nine Gale, the wind-speed of a hurricane — just thought I'd tell you that...

TURRICAN 3 WILL TAKE YOU ON A JOURNEY THROUGH THE MOST DEMANDING LEVELS OF ADRENALIN-CHARGED ACTION EVER SEEN ON THE AMIGA.

TURRICAN 3

AMIGA SCREEN STAR

THE ULTIMATE ARCADE EXPERIENCE!

features include:

15 HUGE Levels — 4 Difficulty Levels

All Amiga Graphics Modes Employed — 50 Frames Per Second Scrolling

28 Tunes and 100 Sound Effects in Dolby Surround™ — Multiple Weapons Systems And Power Ups

FOR ALL AMIGA'S (inc 512K). SOON FOR *AMIGA* CD32™

Rainbow Arts

amiga FORCE Back issues!

ISSUE ONE: Driving roundup, Gods poster and maps, complete R-type solution, Elf maps, CJ in the USA maps, Goblins tips and more!

ISSUE TWO: Free AMIGA FORCE stickers! Full-colour maps for Zool and Prince Of Tha Yolfolk. Shadow Of Tha Beast III playing guide and Kixx roundup!

ISSUE TEN: Tha new look continues! Hired Guns review! Syndicate, Ishar 2, War in tha Gulf all tipped. Strategy games round-up!

ISSUE ELEVEN: Combat Air Patrol Reviewed! More Syndicate tips! Loom solution!

ISSUE TWELVE: Brutal Sports Football Reviewed! Premier Manager II and European Champions low-down! Syndicate final solution and first Hired Guns tips!

ISSUE TNR99: Free Battlecards! Playing guides for Streetfighter II, Goblins 2 and Rome AD. The Top 20 shoot-'em-ups and more!

ISSUE FOUR: Every Dizzy game reviewed, Sensible Soccer challenge, Sleepwalker tips, Trolls maps, Goblins 2 guide and Action Replay pokes galore!

ISSUE EIGHT: Amiga CD32 revealed! Tips and maps galore for Morph, Body Blows, Flashback, Sink or Swim and Lemmings/Lemmings 2!

ISSUE NINE: Our new look issue! Jurassic Park! Loads of tips and guides for Gunship 2000, Lost Vikings, Syndicate and Replay pokes!

Due to popular demand, here a the official AMIGA FORCE tuckshop, where you can order sherbet dips, humbugs... wheeps, maybe not, but you CAN order all these AMIGA FORCE back issues that you might have missed, including that elusive issue one. Watch out for more special offers next month!

ONLY £2.00 EACH!

ISSUE SEVEN: Morph and Flashback! Complete maps and tips for Chaos Engine, Sink or Swim, Lemmings 2 and Body Blows! Puzzle games roundup.

ISSUE SIX: Free disk labels! Special ECTS report, Sensible World Cup and the A1200 guide. Superfrog maps, tips for Desert Strike and Arabian Nights.

ISSUE FIVE: Free Battlecards! Maps and tips for Chaos Engine, Zool, Lemmings 2, Rick Dangerous 2 and Sleepwalker! Arcade adventures roundup.

amiga FORCE BACK ISSUES!

I'd like the following AMIGA FORCE back issues at £2 each. I enclose a cheque for the correct amount, payable to Europress Direct. Pop this in an envelope and post to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK).

No. 1	AUT/WIN '92	☐ 6901	No. 7	JULY '93	☐ 6907
No. 2	JAN/FEB '93	☐ 6902	No. 9	AUG '93	☐ 6908
~~No. 3~~	~~MAR '93~~	~~✗ 6903~~	No. 9	SEP '93	☐ 6909
~~No. 4~~	~~APRIL '93~~	~~✗ 6904~~	No. 10	OCT '93	☐ 6910
No. 5	MAY '93	☐ 6905	No. 11	NOV '93	☐ 6911
No. 9	JUNE '93	☐ 6906	No. 12	DEC '93	☐ 6912

Name .....

Address .....

..... Postcode .....

Signed .....

Alternatively, ring your order through on 051 357 1275 (24 hrs a day, Access/Visa accepted). All prices include UK postage. For orders over £15 please add £5 for Eire/EEC and £10 for overseas (latter dispatched by airmail).

AMIGA, AMIGA A1200
IBM PC & Compatibles
ALL AT
£25.99

FATMAN IS GOING TO BE

HUGE!!

...don't miss out!!

VISA

Access

Ted Thinsin, a mad scientist has invented a new formula in an attempt to eliminate all the FAT people on earth. In his efforts to apthinize mankind, he has kidnapped BLOBETTA the gorgeous wife of FATMAN World famous cartoon Super hero. You must go out and ...

...Burp your way through over 15 of the biggest levels ever seen, set in a separate world packed with CALORIES!

...Use your WORLD FAMOUS BELLY BUTT to eliminate ghosts in the Egyptian tombs, and Pirates trying to steal your food!

...Enjoy a food fight with hugh Octopuses, monsters and Dragons.!

...Throw your weight about as you smash and stomp around Castles and Parks!

...Help FATMAN king of food eliminate Ted Thinsin in the final confrontation -

THE PIZZA FACTORY

DISTRIBUTED EXCLUSIVELY BY

komport (UK) Limited

Tel: (0727) 868005

Guildford House, 28 Guildford Road St. Albans, Herts AL1 5JY

© BLACK LEGEND SOFTWARE

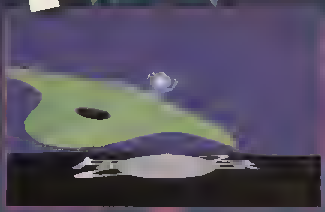
An IQ Product

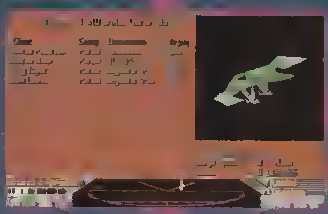
AVAILABLE NOW

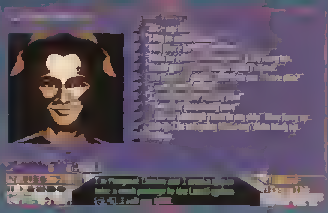
Rave review!

amiga FORCE Rave!

FRONT







Tip time!

Gametek, £29.99

Back in the days of tape decks and double figure Ram *Elite* stood out from the dross (even the so called classics) as a game way ahead of its time It was a hit on every 8 bit machine around even being ported over to the Amiga some years after its original release A sequel had to be forthcoming although it s been five years since the project was first announced has the wait really been worth it?

In a nutshell it most definitely has *Frontier* doesn t just pick up from where the last game left off it adds thousands of planets new systems far more in the way of gameplay experiences and offers a game superseding all others of the genre

Beyond and back again...

While our expectations of *Frontier* were pretty darn high we didn t really expect it to be so gob smackingly good! First off the graphics — the depth rotation speed and detail are all stunning You can land on planets and even see the detail on the signs and boarders on the various buildings Such intricate detail on such a vast strategy/sim game is almost unprecedented

The trading concept behind the original *Elite* remains although once again *Frontier* expands upon and updates these ideas Each of the many solar systems has its own imports and exports (both major and minor) allowing you to trade whenever there s profit to be made

On top of that when you land on a space station or planet you can check out the bulletin board detailing jobs and tasks on offer These range from delivering parcels on certain systems or planets to assassination deals You can also join up with the Federal or or the Empire carrying out specific tasks within a timescale to earn yourself a whole load of credits

Breben Strikes Back

The scope and depth of *Frontier* are where the addiction lies No longer are you limited to just one ship — there s a wealth of new babies on offer as well as new fittings and cargo It's important to emphasise the freedom this allows — you could go through your entire existence simply trading between two stations even in the same station as the prices fluctuate on the stockmarket

However for those slightly more adventurous you can venture into mercenary worlds transporting illegal goods and carrying some pretty dodgy characters You even get the chance to employ crew although you need a slightly bigger ship than the one you start with

The spec of *Frontier's* mind boggling Planets are formed as you play with something silly like 100 000 000 000 actually there It's pretty unlikely you ever visit all of them and anyway not all contain space stations or are habitable There are 82 basic missions in the game again experiencing yet alone completing them is pretty unlikely

Remember they aren t there to form the game just to complement it Your main aim in life s to make money lots of it so you can buy better equipment high tech craft and improved weaponry Making a few enemies along the way s part and parcel of the trade I m afraid

Generally the control system has been tided up so it's easy to hyperspace from one system to the next as well as track down appropriate planets and stations It can be a bit fiddly to begin with but a little practice means you move around the different worlds almost at will

> "The spec of Frontier's mind-boggling"

There s the odd flaw though I wasn t particularly enamoured with the combat not at first anyway since your craft s seriously under powered and alien ships are far more intelligent It s not so bad once you ve upgraded weaponry but if you start out and find yourself in a battle your missile had better connect otherwise you re in deep deep trouble At least you can throw out the odd distress signal in case a friendly soul s passing

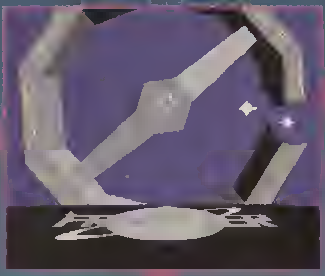
With so many icons and commands to pick up *Frontier* undoubtedly takes a lot of playing before you re even adept at controlling your ship That s not a complaint though you can be assured this represents amazing value for money because it s sure to have you hooked from the second the title appears on screen

Frontier s an essential buy miss it, and you re not only missing out on a piece of history but also one of the best games ever devised

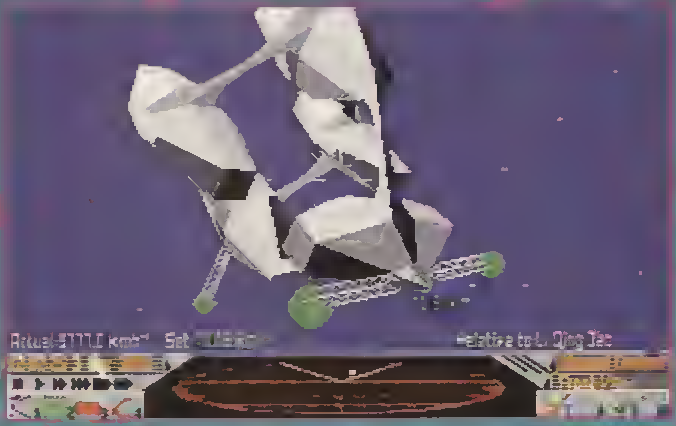
Mark

TIER

ELITE II



Frontier even gives the chance to visit your own solar system.



Rave review!

Ian! Wow. This game is stunning game. You need to take a deep breath before even beginning to comprehend the sheer playability on offer.

This is definitely one of those games taking a lot of getting used to but boy is it worth it! As Mark said, there's so much to get your teeth into you'll be playing this for months without even beginning to scratch the surface. With thousands of planets to visit, deals to be struck and, most importantly, money to be made, time just seems to fly by.

Frontier takes the concept created by *Elite* to awe-inspiring levels of excellence. This won't become a classic. It's one already! Well worth the wait. I expected a great game but nothing of this magnitude. Buy it! ■

amiga FORCE Rating!

■ Absolutely stunning. The play, lastability and atmosphere are second to none.

96

E&OE

Premier Mail Order

Please send cheque/PO's (made out to Premier Mail Order), or advise Visa/Mastercard number and expiry date to
Dept AMF13, 10 Tinkler Side, Basildon, Essex, SS14 1LE Tel: 0268 271172 Fax: 0268 271173

Telephone orders Mon Fri 9am-7pm and Sat & Sun 10am-4pm We are open 364 days a year
P&P and VAT is included for all UK orders. Please add £2 P&P for Europe and £3.50 for Rest of The World!
"Next day delivery service available £4.00 per item UK only".

1869		20.99
10 Commandments Nin 2		32.99
688 Sub Attack		10.99
Air Bucks 1 2		19.99
Air Bucks 1 2	(A1200)	22.99
A320 Airbus (USA)		**22.99**
Abandoned Places 2		22.99
Airbus A320 (Europe)		22.99
Alfred Chicken	A1200, CD32	17.99
Alien 3		16.99
Alien 3 Aliens 2		16.99
Amiga Gold Volume 1		16.99
Andes & Ed Mortimer in the Skies		22.99
Animation Classics		22.99
Apocalypse		**17.99**
Arabian Nights		17.99
Arabian Knights	(A1200)	19.99
Arabian Knights	CD32	12.99
Archer Maclean's Pool	See Excalibur Games)	
Arsenal FC		16.99
Assassin Remix		22.99
Assault Space of Eldhan	CD32	12.99
Air Trek		22.99
AT&C		**22.99**
B17 Flying Fortress (1 Meg)		22.99
Bad Mil The World		17.99
Batman Returns		16.99
Battlehawks		17.99
Beastlord		17.99
Beavers		16.99
Beneath Steel Sky		20.99
Benefactor		19.99
Bids Of Fray		26.99
Blade of Destiny		17.99
Blade		16.99
Blob		17.99
Blues Brothers		8.99
Body Red Day		17.99
Body Blows		**18.99**
Brain the Lion		16.99
Brutal Sports		16.99
Bubble & Squeak	CD32	9.99
Burning Rubber		16.99
Cannon Fodder		9.99
Campaign 2		22.99
Campaign Mission Disks		11.99
Captive 2		20.99
Cartoon Collection		16.99
Castles	(A1200)	24.99
Castles 2		18.99
Castles 2	(A 1200)	22.99
Championship Manager 93		16.99
Championship Manager '94 Season Disk		7.99
Chaos Engine		**16.99**
Chaos Eng int	(A1200)	17.99
Chaos Eng int	CD32	19.99
Chuck Rock 2		16.99
Civilisation (1 Meg)		22.99
Civilisation	(A1200)	25.99
Claws		17.99
Colorz 2		9.99
Combat Classics		**22.99**
Combat Classics 2		**22.99**
Combat Air Patrol		**18.99**
Conan The Cimmerian		19.99
Covergirl		17.99
Crash		17.99
Creepers		19.99
Cyberspace		22.99
D-Day		22.99
Dangerous Streets	CD32	19.99
Darkmere		20.99
Dark Sun Shattered Lands		21.99
Deathcore		17.99
Degeneration	CD32	19.99
Deluxe Music Construction Ki 2.0		59.99
Deluxe Paint 4 AGA		44.99
Dennis		8.99
Dennis	(A1200)	16.99
Desert Strike		**19.99**
Diggers	(A1200)	19.99
Dinosaurs Ma o		17.99
Dogfight		22.99
Donk		16.99
Donk	CD32	19.99
Dracula		22.99
Dreamlands		19.99
Dune 2		**28.99**
Dynablaster		19.99
Efhanistan		17.99
Elite 2 Frontier		9.99
Emil		19.99
European Champions		17.99
Excellent Games		**22.99**
Exile	CD32	19.99
Exodus 30 0		22.99
Eye of the Beholder2 (1 Meg)		21.99
Eye of the Storm		9.99
F1		17.99
F 6 Combat Pilot		8.99
F17 Challenge		9.99
F17 Challenge	CD32	12.99
F19		11.99
F29		10.99
F117A Nighthawk Stealthfighter		22.99
Falcon 3		24.99
FA Premier League Football		**17.99**
Fart Mania		17.99
Fields of Glory		22.99
Final Fight		8.99
Final Samurai & Magic Le Mon o		19.99
Flash Back		**26.99**
Flight of the Intruder		10.99
Flight Simulator 2		**24.99**
Flight Simulator 2 Western European Tour		13.99
Footballer of the Year		5.99
Formula 1 Championship		17.99
Formula One Grand Prix		22.99
Story Of The Fairies	CD32	18.99
G2		17.99
Gadzooks	(A1200)	17.99
Global Gladiators		**17.99**
Globdule		19.99
Goal		20.99
Gobliins 3		22.99
Graham Gooch 2nd Innings (Data Disk)		16.99
Graham Gooch World Class Cricket		**19.99**
Grand Prix Circuit		8.99
Gravemaze		16.99
Gunship 2000 (1 Meg)		**22.99**
Harmer Jump Jet		22.99
Harpoon & Battleset 2		7.99
Harpoon Battleset 3		8.99
Harpoon Battleset 4		9.99
Harpoon Scenarios Eastern		12.99
Hegemonia 2		17.99
Hill Street Blues		8.99
Hired Guns		**22.99**
Hidden Line 1 2 4 18		22.99
Hook		8.99
Hunt For Red October	CD32	19.99
Ikari		6.99
Indy Jones Atlantis Adv (1 Meg)		26.99
Innocent		22.99
International Open Golf Championship		7.99
International Rugby Challenge		19.99
Ishar 2	(A1200)	21.99
Ishar		6.99
Jack Nicklaus Golf		27.99
Jaguar XJ220 (1 Meg)		16.99
James Pond 2	(See Excalibur Games)	
James Pond 3		19.99
James Pond 3	(A1200)	19.99
John Madden		16.99
Jurassic Park		17.99
Jurassic Park	(A1200)	18.99
K240		17.99
KGB		20.99
Kevin McMurchan		16.99
Kick Off VI		26.99
Kick Boxing		10.99
Knights of the Sky		19.99
Knights Super Fun House		17.99
Legacy of Sarasa		17.99
Legends of Valour		24.99
Lemmings 2 **(The Tribes)**		**17.99**
Lemmings Double Pack		16.99
Links The Challenge of Golf		18.99
Lionheart		18.99
Living Pinball		9.99
Lotus	CD32	19.99
Lord of the Rings II		**22.99**
Lords of Power	CD32	19.99
Lotus Trilogy		12.99
M1 Tank Platoon		22.99
Maelstrom		17.99
Magic Boy		9.99
Magic Pack Cattle		8.99
Manchester United Europe		8.99
Manchester United Premier League Champs		19.99
Marvin's Marvellous Adventure		19.99
Marvin Seasons 2		17.99
Mean Arenas		8.99
Messengers of Doom		19.99
Micro Machines		17.99
Midwinter 2		13.99
Mig 29 Fulcrum		10.99
Monopoly		18.99
Morph		17.99
Morph	A1200/CD32	19.99
Mortal Kombat		20.99
Mr Nutz		17.99
Nature Pulse		5.99
Network Q RAC Rally		15.99
New Zealand Story		6.99
Nick Faldo's Golf		22.99
Nick Faldo Golf	CD32	22.99
Nigel 2		17.99
Nigel Mansell World Champ		19.99
Nigel Mansell World Champ	(A1200)	19.99
Night Shift		10.99
Nigeian Sabre		19.99
Nine Second Ref		17.99
Operation Stealth		11.99
Overdrive		**18.99**
Overkill	(A1200)	17.99
Overkill	CD32	19.99
Pong		6.99
Pinball Dreams & Fantasies		22.99
Perfect General	(See Lords of Power)	
Perfect General Data Disk		16.99
Pinball Fantasies		19.99
Pinball Magic		9.99
Pirates Gold	CD32	19.99
Populous & Promised Lands	A 1200	19.99
Populous 2	(See Excellent Games)	
Powermonger + WW1 Data Disk		12.99
Prehistoric 2		6.99
Prime Mover		19.99
Prince of Persia		6.99
Project X		10.99
Project X	**CD32**	**12.99**
Prophecy		19.99
Pro Tennis Tour 2		16.99
Puggsy		9.99
Quest		9.99
Quest	CD32	12.99
R Type		6.99
Ragnarok		22.99
Rainbow Islands		17.99
Railroad Tycoon	(See Lords of Power)	
Reach for the Skies		22.99
Reach out for Gold	CD32	19.99
Redmond (1 Meg)		19.99
Red Baron	(See Lords of Power)	
Rescue Rash		19.99
Robin Hood		10.99
Robocop 3		9.99
Rodland		16.99
Rome AD 92		17.99
Rorke's		22.99
Rules of Engagement 2		17.99
Ryder Cup		16.99
Ryder Cup	**CD32**	**19.99**
Sabre Team	(A1200)	19.99
Sensible		**26.99**
Sex Air Rescue		22.99
Second Samurai		19.99
Secret of Monkey Island (1 Meg)		**10.99**
Secret of Monkey Island 2		26.99
Seek N Destroy		16.99
Sensible Soccer	CD32	19.99
Sensible Soccer 1 1 (92/93)		16.99
Settlers		19.99
Shadow Lands		8.99
Shadow of Beast 3		19.99
Shadow Worlds		17.99
Sheet Em Up Can Kit		8.99
Shuttle		6.99
Sleepwalker		19.99
Silkworm		5.99
Silly Putty		16.99
Simply Fox		22.99
Sim City Terrain		19.99
Sim Life	(A1200)	22.99
Simon The Sorcerer		22.99
Simon The Sorcerer	(A1200)	22.99
Sleep Walker		21.99
Sleeks		16.99
Soccer Kid		17.99
Space Hulk		**22.99**
Space Legends		18.99
Spanish		9.99
Ski Trek	(A1200)	22.99
Street Fighter 2		19.99
Strip Poker+ Data Disk		**6.99**
Sir Ian		8.99
Super Barbarian		16.99
Super Cauldron		5.99
Super Fighters		17.99
Super Meg		**12.99**
Super Hero		19.99
Super League Manager		17.99
Surf Ninjas	CD 12	9.99
Sword of Sodan		9.99
Syndicate		**22.99**
Syndicate Data Disk		12.99
T F X	A 200 CD12	22.99
T e Beast	CD32	12.99
Theme Of Death		19.99
The Chaos Engine		**21.99**
The Patrician		**24.99**
Tom Landry Strategy Football		27.99
Tornado		22.99
Tracon 2		8.99
Trivial & Trivial Pursuit	CD32	12.99
Trolls	(A1200)	16.99
Trolls	CD32	19.99
Trolls		16.99
Turbo Challenge		16.99
Turbo Challenge 3	(A1200)	17.99
Turrican 3	CD32	19.99
Turrican 3		20.00
Tw Night 2000		19.99
Two Towers		22.99
Ultima		19.99
Ultimate Pinball Ques		22.99
UMS Complete		17.99
Universal Monsters		17.99
Unclaimed 2	CD32	9.99
Unclaimed 2		9.99
Union		9.99
Uridium 2		17.99
Uridium 2	CD32	9.99
Valhalla		20.99
Valhalla Voyage	A1200/CD32	19.99
Winter Super Sports	CD32	19.99
Wing Nuts		19.99
Wembley World		17.99
World Class Rugby		17.99
Wrath of Legend		9.99
Xmas Lemmings		17.99
Yo Joe		**6.99**
Zool	CD32	19.99
Zool 2		7.99
Zool 2	(A1200)	17.99

AWARD WINNERS
Pagnion, Rick Off 2
Space Ace, Pipemania
£10.99

SPACE LEGENDS
Wing Commander
Elite, Travaller 1
£18.99

SPORTS MASTER
European Championship
1992 PGA Tour Golf,
Advantage Tennis, Indy 500
£13.99

EXCELLENT GAMES
Shuttle James Pond
2, Populous 2, Archer
Maclean Pool
£22.99

COMBAT CLASSICS
F18 Strike Eagle 2,
Team Yankee 688
Attack Sub
£10.99

2 HOT 2 HANDLE
Golden Axe, Super
Off Road Racer Total
Recall Shadow
Warriors
£18.99

LORDS OF POWER
Illusit Service 2,
Railroad Tycoon, Red
Baron, Perfect General
£18.99

DIZZY COLLECTION
Fast Food, Kwik Snax,
Fantasy World Dizzy
Treasure Is. Dizzy
Magicland Dizzy
£14.99

CARTOON COLLECTION
Treasure Island Dizzy
Night Hunter, Seymour
Lost In Hollywood, Spike
in Transylvania, Cj's
Elephant Ant ey £16.99

DIZZYS EXCELLENT ADVENTURES
Dizzy Panic, Bubble Dizzy,
D ny Prince of Yolk Fall,
Spellbound Dizzy Kwik
Snax £16.99

FANTASTIC WORLDS
Mega Lo Mania,
Pirates, Populous
Sensiens, Wonderland
£18.99

SOCCER STARS
World Champ Soccer,
Kick Off 2
Microprose Soccer
£14.99

FOOTBALL CRAZY
Kick Off 2 1/2 Meg,
Player Manager KO2
Final Whistle
£9.99

BIG BOX 2
Back to the Future, The Real
Ghostbusters, R Type, Rainbow
Arcadia, Defender of the
Earth, Shinobi, Bombuzal TV
Sports Football, IK £13.99

THE GREATEST
Jimmy White's
Snooker Lure of The
Temptress, Stunt
Island
£11.99

COMBAT CLASSICS 2
F18 Stealthfighter
Pacific Islands, Silent
Service 2
£12.99

SPECIAL OFFERS

Chuck Rock	10.99
Dizzy Panic	8.99
Kick Off 2 1 Meg	8.99
Kick Off 2 Final Whistle	7.99
Kick Off 2 Giants of Europe	7.99
Kick Off 2 Return To Europe	7.99
Kick off 2 Winning Tactics	5.99
Micropose Golf	14.99
Paperboy 2	8.99
Sabre Team	8.99
Seymour Goes To Hollywood	8.99
Shadowworlds	8.99
Thunderstrike	8.99
Turbo Challenge 2	8.99
Vikings	8.99
Wing Commander	14.99
Zool	15.99
Zool (A1200)	12.99

EDUCATIONAL

ADI English (All Ages)	17.99
ADI French (All Ages	17.99
ADI Maths (All Ages	17.99
Better Spelling (8-10)	13.99
Better Maths (11-14)	13.99
Cave Maze (8-12)	8.99
Fun School 2 (2-8)	6.99
Fun School 2 (+8)	6.99
Fun School 3 (U8)	8.99
Fun School 3 (5-7)	13.99
Fun School 3 (U7)	13.99
Fun School 3 (U8)	13.99
Fun School 4 (8-7	16.99
Fun School 4 (7 11)	16.99
Fun School 4 (U8)	16.99
Fun School Paint & Create (over 8+)	17.99
Fun School Spelling Fair (7 14)	17.99
Fractions Cobbins (8-13)	8.99
Junior Typist (8-10)	10.99
Magic Maths 6 11)	13.99
Maths Mania 8 12)	11.99
Mathi Dragon (8-13)	8.99
Merlin Maths (7 11)	17.99
Mickey (12S 12-5)	16.99
Mickey (ABC 2-5)	16.99
Mickey s Jigsaw Puzzles (5+)	16.99
Mickey s Colours & Shapes (2-5)	16.99
Mickey s Memory Challenge (5+)	16.99
Noddy s Big Adventure (3+)	16.99
Noddy s Play Time (3+)	16.99
Picture Fractions (7 10)	9.99
Playschool (3 8)	9.99
Playroom (3-8)	17.99
Reasoning With Trolls (5-12)	8.99
Tidy The House (6-10)	8.99

JUNIOR ADVENTURE

Robin Hood (A+)	15.99
Scrooge (A Christmas Carol)	11.99
The Wind In The Willows	13.99
The Three Bears (5-10)	13.99
Wizard Of Oz (6+)	13.99

JOYSTICK & ACCESSORIES

Addap 3.5 Disk Box (80 Capacity)	6.99
Addap 3.5" Disk Box (40 Capacity)	4.99
Quickjoy Topstar	17.99
Quickjoy Turbo	10.99
Quickjoy Jetfighter	11.99
Cheetah 125+	7.99
Competition Pro 5000	13.99
Competition Pro Extra	14.99
1/2 Meg Upgrade	24.99
1/2 Meg Upgrade & Clock	26.99
Technopius Scorpion Junior	6.99
Technopius Scorpion Plus	9.99

3.5" BLANK DISKS

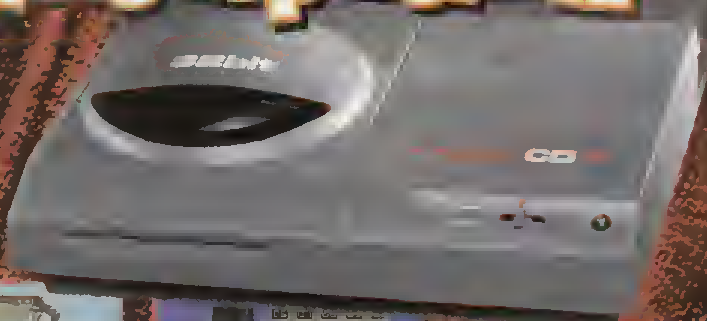
	TDK/VERBATIM (BOXED)		PRECISION (BOXED)		UNBRANDED (BOXED)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7.99	9.99	6.49	7.99	5.99	6.99
50	14.50	19.50	11.99	15.50	10.99	13.50
80	35.00	47.50	26.00	37.50	23.99	32.50
100	45.00	59.00	49.99	72.99	44.99	62.99
200	125.00	198.00	99.99	161.99	83.99	121.99
500	300.00	470.00	219.00	350.00	199.99	287.50
1000	580.00	930.00	410.99	680.00	369.99	530.00

3.5" RECYCLED - LOOSE

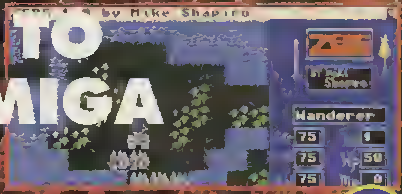
10	4.50	20	8.50	50	17.50	100	35.00

CD32 Xmas special!

Feature! Cd!



THE AMIGA FORCE GUIDE TO THE AMIGA CD32!



Feature! Cd!

CD32

The computer industry's littered with so-called 'wonder machines' quickly consigned to the silicone dustbin. Will the CD32 go the same way as the Jupiter Ace, Konix Multi-System, Sinclair QL and Commodore's own CDTV? Despite teething troubles, IAN 'THE OPTIMIST' OSBORNE says NO!

Despite producing some of the most popular home computers of all time, including the current market leader (the Amiga of course) Commodore have been guilty of appalling marketing gaffes over the years.

For example, the first Amiga (the A1000) was tremendously overpriced and initially marketed as a business-only machine. Their lower-end, 16-bit versions suffered rapid price-drops leaving those who paid the higher price cheesed off. Also, potential purchasers were reluctant to part with their money for fear of another price-crash. Who could forget the immortal [illegible] the new machine was superseded [illegible] within months?

The CD32 has also suffered unnecessary hiccups. Even so, its sheer quality and Commodore's foresight in designing a very expandable machine will win through in the [illegible]

Early Offerings

Commodore's previous CD-based outing, the CDTV, can hardly be considered a success. Inevitably, comparisons will be drawn between it and the new machine. Based on the A500's 16-bit architecture, the CDTV was sold as a stand-alone console and later as an add-on for the A500 [illegible] and the A570 (the A600 lacked the necessary through-port).

Unfortunately, its ridiculously high price-point (initially £600) put off all but the very keen or very rich. Its low user-base in turn made software companies reluctant to invest in development, making the machine even less attractive to potential purchasers.

Not so the CD32 — £299 isn't exactly small change, but it's pretty good for a 32-bit console on the white-hot cutting edge of technology. Compare this with Sega's Mega-CD system which sets you back £270 for a 16-bit machine with only 128K of on-board RAM (the CD32 has 2Mb), and has to be connected to a Mega Drive costing at least another £100! Hardly a rip-off, is it? The industry's reaction to the new machine is extremely positive too, with most major developers planning CD32 releases.

Another reason for the CDTV's failure was the strange marketing policy adopted by Commodore. Independent computer stores were all but prevented from selling it at all, Commodore arguing that the indies were located in back streets above chip shops and populated by spotty kids in anoraks. No wonder current head of sales, David Pleasance, commented that Commodore hired some 'very talented, sales-avoidance experts' in the past! Hopefully, they learn from these blatant blunders and market the CD32 without alienating ANY potential customers or retailers.

A very positive thing to come out of the CDTV episode (apart from the CD32-compatible titles — see pages 31-34 for details) is the experience gained from this early foray into CD technology.

It's A Funny Old Game...

When the Mega Drive was launched in the UK, Sega spent a small fortune developing *Sonic The Hedgehog* alongside the machine. Likewise, Nintendo's SNES was bundled with *Super Mario World*, a huge game which (like *Sonic*) [illegible] a phenomenal amount to produce. Their investments paid off, however.

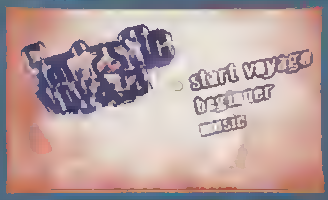
It's far easier to hype a game or a character than just a machine, and refusing to license their conversion to other formats meant — unless you bought a SNES or a Mega Drive — you couldn't play Mario or Sonic respectively. And buy it they did!

Unfortunately, Commodore have failed to develop a game alongside the machine and they also kept many major developers in the dark until six months before the CD32 hit the streets. Keeping the machine under wraps until the champagne-showered launch was an inspired move, preventing gossip and idle speculation watering down its impact, but it did mean that few games were in existence at the time of launch.

So what does the CD32 bundle actually contain? Apart from the console itself (obviously) there are two games on offer — *Diggers* from Millennium and Flair Software's *Oscar*.

Diggers (reviewed in issue ten, 87%) is a *Lemmings*-inspired collect 'em up where you

Can it Last?



control a team of mikers in search of gems. The Amiga-owning community are split straight down the middle on this one — many (myself included) find it no fun at all, but it does have its fans. Less open to debate is that it doesn't show off the machine to its full capacity, its tiny sprites having little need (or potential) for flashy graphics and animation. In itself this is no bad thing, but it makes the game an odd choice for the CD32 bundle.

The other packaged game (*Oscar*) stole the show at the launch party, its cutesie, cartoony graphics and *Trolls*-inspired gameplay showing much promise. However, the enhanced CD-specific-version wasn't ready in time to package with the machine — early bundles contain the standard A1200 game with only seven levels (the CD32 version has nine) and no midi sound. At the time of writing, no upgrade service is planned.

Finally, being produced by independent third parties, neither of the games are unique to the CD32. Restricting a release to a specific machine might sound like a cynical marketing tactic, but if the game's good enough, it works — again ask Sega and Nintendo.

It's not all doom and gloom on the games front — far from it. Commodore's realistic licensing policy have ensured the major developers are more than willing to produce CD32 games, but a bundled blinder would do much to help the machine through those difficult first few months.

A Growing Market...

The CD32's initial lack of a floppy drive, keyboard and mouse might also encourage a 'wait and see' attitude. Commodore are currently addressing this situation, planning the imminent release of an expansion set enabling the CD32 to function as a straightforward A1200, and also a CD add-on for the A1200 itself.

Keyboards are essential for flight-sims which usually delegate many of the plane's functions to the keys. Virtually all adventure and strategy games are mouse-driven, and all three genres would benefit from a floppy for saved game positions.

The CD32 already has the capacity to hold a saved game using non-volatile RAM (a sort of battery back-up system that doesn't need a battery), but the 1K of memory given over to this is hopelessly inadequate for complex creations.

Fans of the more cerebral games could become the machine's most ardent supporters. How many potentially great RPGs, for example, have been ruined by endless disk-accessing and swapping? As a CD can hold 600Mb of data compared to a floppy's 800K, this could soon be a thing of the past. Can you imagine a flight-sim utilising the

machine's fast Motorola 68020 processor, 256,000 on-screen colours and 14MHz running speed? Unlike its cartridge-based competitors, the CD32 is ideal for more complicated games.

Commodore can't be blamed for not releasing the add-ons at the same time as the machine — it just wouldn't be practical, and their commitment to supporting the machine through additional hardware releases is to be commended.

Far less praiseworthy, however, is the console's cheap-and-nasty appearance. Despite being over five times as powerful as its Japanese rival, the CD32's nowhere near as aesthetically pleasing as the Mega-CD.

Compared to Sega's front-loader, the CD32's top-mounted hatch feels tacky and cumbersome, and you can actually tell the difference when the CD's spinning. The volume control looks as if it was chosen at the last week (don't worry, it works far stronger than it looks), and the joypads are incredibly ugly and awkward to use.

Not that any of this should put you off buying one — it's a quality machine and the market will soon be awash with alternative controllers anyway, but it's a pity it doesn't look as good as it performs.

On The Up...

Like most Commodore products, the CD32 has come in for more than its fair share of derision in the computer press. No-one's denying the CD32's technical qualifications, but the big question mark is over Commodore's ability to market it successfully.

For once, though, they seem to be on the right track. The launch party was spectacular, creating a real buzz in the computer industry and, keeping the machine under wraps beforehand, increased its impact dramatically. Not developing a monster game side by side with the console was a mistake. But Commodore's policy of encouraging third party manufacturers to produce add-ons, and a software licensing policy that's far less restrictive than Sega or Nintendo's, mean that people actually WANT to produce for the machine rather than wait around to see what happens. And who can blame them?

As well as the phenomenal benefits for the end-user, CD storage all-but prevents commercial piracy, giving the company a greater degree of market penetration — virus hassles would be a thing of the past. When the A1200 expansions are released, adventure and strategy games will be revolutionised, with platform and blast-em-up fans feeling the benefits even sooner.

Making it as expandable as possible is an inspired move, too. The forthcoming Full Motion Video cart opens all sorts of doors, however you can already use it as an ordinary CD player — it's three machines in one.

Commodore have produced a brilliant machine. If the marketing push is as successful, the CD32 could well prove to be THE big thing in 1994, and with 25,000 sales in the first three weeks and a £7 million advertising campaign in the offing, the future looks very rosy indeed.

Public Domain!

Cd!

Devious discs!

There's more to the CD32 than playing commercial games. Encyclopaedias, full motion video and interactive movies are just around the corner, but AMIGA FORCE gets the lowdown on a couple of projects available today!

DK KARAOKE (Disk 15)

■ Music Machine Marketing, £19.99

We told you there's more to the CD32 than just games! This the latest in a long line of Karaoke disks could have every bar room pop star wannabe warbling away till the wee small hours

There are 18 tracks on offer and they're intelligently selected to ensure that most are familiar to the average Karaoke fan — obscure Scandinavian grunge bands with only one single (available only on import) are avoided The interface is extremely easy to use and you can program in a sequence of as many tracks as you like

Sing, Sing A Song...

In true Karaoke style lyrics are displayed a few lines at a time in sequence with the track Their large white border turning yellow to keep even the most drunk enthusiast in time Before each ditty there's a credits screen after it a natty little incidental graphic

> You never
> close your eyes
> any more when I kiss
> your lips

> For helping me
> to grow
> I owe a lot, I know
> To all the girls
> I've loved before

It's difficult to rate a disk like this It offers no surprises but you're getting a quality product I can't find fault on any level The CD-quality sound's infinitely better than the tapes on home Karaoke machines and as you can connect your CD32 to a pair of hefty stereo speakers there's no real limitation on volume If you're into Karaoke This is for you If you just want your party to go with a bang buying a disk's probably cheaper than hiring a home Karaoke machine Perhaps a rental scheme with the occasional user in mind might be an idea?

AF Rating — 79%

A high-quality disk that does everything asked of it extremely well No surprises on offer but it couldn't be any better

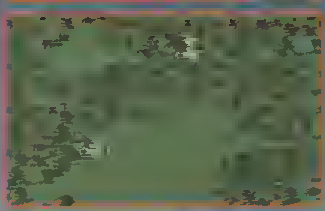
Multi Media Machine and Music Machine Marketing
Can be contacted at: 59 Bridgeman Place, Bolton BL2 1DE Tel: 0204 387410

NOW THAT'S WHAT I CALL GAMES VOL. 1

Multi Media Machine, £19.99

Computer owners have long enjoyed scores of cheap, freely distributable PD games [illegible] to console owners (ha ha ha). This quality of these releases ranges from near-commercial to absolutely dire, but as you're only paying a token duplication fee you're hardly taking a great deal. This disk, the first of Multi Media Machine's Public Domain CD releases, contains 100 PD and Shareware titles worth [illegible] at a mere 20p a game.

The games are accessed through [illegible] menu system. It's a little [illegible] [illegible] All relevant [illegible] game is included and all are [illegible] floppy [illegible] sound.



Public Sector...

The quality of the games on offer ranges from brilliant to dire, but if you own a CDTV there's more than enough here to justify the price. Unfortunately, even though the disk is sold as a CD32 release (with 'CDTV compatible' added almost as an afterthought) many of the games are unplayable on Commodore's 32-bit marvel. Why? Because, showing their floppy roots, a significant number of the titles require mouse and/or keyboard input! Fine if you've a CDTV, but bloody annoying for CD32 owners. Good work, guys!

You might feel there's still enough on the disk to justify a purchase, and there's a CD32 keyboard in the pipeline anyway, but this [illegible] seriously mars an otherwise excellent release

AF Rating — 55%

Great idea but badly thought out If you're going to advertise a compilation as a CD32 [illegible]

THE BEST SELLING FLIGHT SIMULATOR IN EUROPE JUST GOT BETTER

BOX CONTAINS:

- Pilot's manual
- Reference manual
- 4 High altitude charts
- 2 ILS approach charts — 740 Airports
- 1 A320 USA poster

OUT NOW!

Available from:

Centresoft — 021 828 3388 • Columbus — 0487 880300
Leisuresoft — 0904 788711 • SDL — 081 309 8000

Available on:

Amiga, Atari ST, Falcon, IBM PC & compatibles

Price:

Amiga & Atari ST — £39.99 • PC — £49.99

THALION Ltd, 120 Anderton Park Road, Moseley, Birmingham, England B13 9DQ
Tel: 021 442 2050 • Fax: 021 442 2050

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

• THE ORIGINAL AND THE BEST •

CHEAT LINES

CHEATS GALORE (YES FOR AMIGA)	0891 101 234
LAST WEEK'S MESSAGE	0891 101 235
AMIGA GAMESLINE	0891 445 786
THE ULTIMATE QUEST (COMPETITION)	0891 101 255

ALL CHEAT LINES UPDATED EVERY WEEK

INTERACTIVE GAMES GUIDES

CHAOS ENGINE	0891 445 936
JUNGLE STRIKE/DESERT STRIKE	0891 445 953
MORTAL KOMBAT	0891 443 987
STREETFIGHTER 2/S/F 2 TURBO	0891 446 927
CHUCK ROCK 2	0891 445 948
THE IMMORTAL	0891 445 928

FOR FULL INFORMATION ON OUR OTHER SERVICES

DIAL 0891 445 904

DO YOU OWN A GAME THAT'S DRIVING YOU NUTS???
FOR A PERSONAL ANSWER TO YOUR PROBLEM CALL

DIAL 0891 668 012

AND SEE IF WE CAN HELP YOU

GUIDING LIGHT COMPUTER SERVICES LTD.
P.O. BOX 17 ASHTON UNDER LYN. OL7 0WW

CALLS COST 36p MIN AT CHEAP RATE 48p MIN OTHER TIMES. PLEASE ASK PERMISSION TO USE THE PHONE. MAX POSSIBLE CALL CHARGE £1.80. YOU MAY ALSO ENJOY CONTENT OF RELATED SERVICES

BUS STOP PD

85p PER DISK

DISK CATALOGUE 50p & S.A.E

GAMES

WORLD WRESTLING
BLACK BELT
PETER'S QUEST
GUNSMASTER
SQUAMBLE
BATTLE CARS
GRAND PRIX 200
G-BIC
TOP SECRET
AMOS CRICKET
POD
DYNAMITE DICK
NUMERIK
NAKAMOTO
SOCCER CARDS
THE RIGHT WAY
TETRIS GAMEBOY
CATACOMB
GOLDEN FLEECE
SUPER TWINTRIS
TRANSPLANT
DR WHO
BALDY
MICROMARKET
LITTLE WEASELS
SAVE THE TREES
BUCK ROGERS
BOMBJACKY
AMOS LOADSAMONEY
FRUIT SALAD

UTILITIES

640 EMULATOR
1.3 EMULATOR
AUDIO MAGIC V2.0
ICON DESIGNER
GRAPHICS RIPPER
MIPLOBER V4.0
SUPERKILLERS
HOME ACCOUNTS
ANIMAN V3.0
SNOW STD
200 V2.0
LITTLE OFFICE
CHIPPERS DISK 1
DR GIAS
LYAPUNOV
1200 WINKILEND
1200 UTILITIES 1
1200 FAKEMEM
1200 SPECCY EMULATOR
SPECTRUM EMULATOR V1.7
MAVERICK COPY V5.0
FREECOPY V1.0

FREECOPY V1.0
TEXT ENGINE V4.0
BUS STOP UTILITIES 1
BUS STOP UTILITIES 2
ACTION REPLAY V1.0
1200 ACTION REPLAY
SPECTRAPAINT

MUSIC/DEMO

GUNS N' ROSES
IRON MAIDEN
SAFE SEX
AMIGADEUS
ERIC THE DUCK
COMPUSYLATION
6 RAVE
NAPALM DEATH
VAN HALEN
MAGNETIC BEATS
POCKET OF PEACE
SAPPHIRE FRENZY
YAMMA YAMMA
BOWIE
CLUBMIX 1

ANIMS/SLIDES

TAPE EDITOR
GULF WAR
CREEPSHOW 2
GARFIELD 2
ROCK ALBUM
CATS
TOLKIEN
WILDLIFE
CRAZIE GLOO
CHER
HIGHLANDER SWORD
FERRARI
BONES LAST STAND
BRUCE LEE
MANGA

GLAMOUR

PAMELA
GIRLS OF SPORT
EMMA ELEMAK
SABRINA
SAM FOX
DR DEREK
MARIA WHITTAKER
MADONNA SEX
KATHY LLOYD
BLEMINE BEAUTIES

PLEASE DECLARE OVER 18 WHEN ORDERING GLAMOUR DISKS
ALL THESE LISTED ABOVE ARE 500/+/600/1200 COMPATIBLE

P & P FREE ON ORDERS OVER 10 DISKS UNDER 10 DISKS £5 50p

ALL DISKS ARE VIRUS FREE AND WILL BE DESPATCHED WITHIN 24 HOURS

THE CATALOGUE DISK INCLUDES GAME CHEATS GOSSIP AND CLASSIFIEDS

PLEASE MAKE CHEQUES AND POSTAL ORDER PAYABLE TO:- BUS STOP PD AND SEND IT TO:-
BUS STOP PD
6 SMITHS AVE.
MARSH,
HUDDERSFIELD
HD3 4AN

EUROPE POSTAGE 25p PER DISK
REST OF THE WORLD 50p PER DISK ALSO CHEAP ACCESSORIES AND GAMES

MAIL ORDER EXPRESS DISTRIBUTION

10 COMMERCIAL STREET, BATLEY, WEST YORKSHIRE, WF17 5HH.
CALL US ON 0924-022057 OR 0924-422226
OR CALL IN OUR SHOP OPEN 9.00AM-6.00PM.

SPECIAL OFFERS THIS MONTH!!

COLOSSUS BRIDGE 4	£6.99	PREMIER MANAGER 2	£15.99
CHUCK ROCK 2	£11.99	RAVING MAD (COMPILATION)	£9.99
GUNSHIP 2000	£19.99	SENSIBLE SOCCER 92/93	£13.99
MICROPROSE GRANDPRIX	£17.99	SUPER TETRIS	£9.99
MICROPROSE GOLF	£13.99	WING COMMANDER	£9.99
PAPERBOY 2	£6.99		

TRIPLE PACK 1	TRIPLE PACK 2	TRIPLE PACK 3	TRIPLE PACK 4	TRIPLE PACK 5
F14 TOMCAT, HAMMER BOY FLASHY CARS	SATTLETECH 2, MEGAPHOENIX, SCRYLIS	TITUS THE FOX, GHOSTBUSTERS 2, TARGHAN	BLUES BROTHERS SATAN MAYA	CRAZY CARS 3, BATTLETECH, GRAND PRIX MASTERS

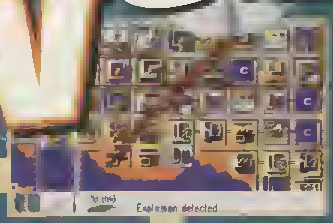
ANY TRIPLE PACK FOR ONLY £9.99 + £1.00 P+P

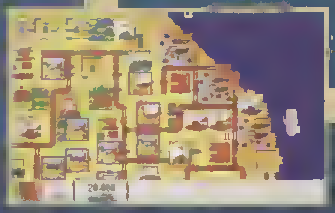
ALL PRICES INCLUDE V.A.T. P&P ONLY £1.00 PER ITEM FIRST CLASS RECORDED DELIVERY DISPATCH PRICES MAY CHANGE WITHOUT PRIOR NOTICE. WE ACCEPT CHEQUES AND POSTAL ORDERS OR ACCESS AND VISA OVER THE PHONE. DISKS ALSO SOLD PLEASE RING FOR PRICES. MANY OTHER TITLES SOLD PLEASE RING FOR DETAILS

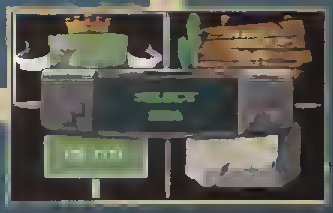
CD32 Feature! Cd!

Remember Commodore's CD-TV? Overpriced, underpowered and ill-fated the machine died a sad death. Now, the advent of the CD32 gives the old CD-TV games a new lease of life. So we thought we'd take a look at a sample of its good, bad and, er, ugly games!

Quick, send in a tornado or two!







SIM CITY

amiga FORCE Rave!

Infogrames

This is one of the best simulation programmes produced on any system. The idea was simple — take control of every aspect of the running of a city — and proved to be a winner. So it's not surprising we reckon *Sim City's* the best of the CD-TV bunch.

To begin the game, you've a huge choice of scenarios. First select to create a totally new city or play one of the existing cities provided by the game. Within each of these options is a host of city-designs and time periods to choose from. Each presents contrasting problems and disasters.

We built this city...

If you opt to begin from scratch with a new city, the first step's choosing an era in which to build. Your choice is between Medieval, Western, Actual or Future. Obviously control functions such as power supply and transport are different in each era. A water-wheel in the Medieval world becomes a nuclear reactor in the present day; while a muddy dirt-track in the Wild West becomes a huge motorway in the future.

Having selected the setting, choose the difficulty level, either easy, medium or hard. No guessing which one it's imperative to start on if you want to make any kind of decent progress. In a game of this magnitude decent progress constitutes at least 30 years of hard graft.

The other option's to attempt to overcome a crisis in one of the computer-generated cities. These are again from different time settings and ask you to solve social dilemmas such as pollution, crime and overcrowding. It's probably best to wait a while before attempting these scenarios. If you aren't adept at dealing with a few little crises when building a new city, you have no chance here!

On rock and roll!

The real business is, of course, controlling the growth of the town, while trying to accommodate the population's needs. Once into the construction mode, most of the screen shows a display of the terrain on which you can build your city. Brown areas represent open land, green woodland and blue — the waterways. Obviously houses can't be built on the water, although roads and railways can.

The object's to try and create the perfect environment for all aspects of life. This means taking care where you build different constructions. It's no good putting housing next to a power station, or building a commercial development miles away from the nearest residential area.

Basically it's a question of common sense which is what makes this such a brilliant game! No two people go about it in the same way, but this doesn't mean one's wrong. Expect plenty of arguments if you play in a group!

Building a huge city isn't cheap, so money has to be raised to cover costs: as well as the maintenance of the transport system and the police and fire services. The only way to get some dosh is taxing your city's good citizens. This is a delicate balancing act; raise taxes too much and people leave the city, too little and you go without. It's a fine line to walk, but the rewards are surplus cash to build airports, seaports and sports stadiums.

If things aren't exciting enough for you there are plenty of natural disasters to choose from to spice things up. These include a tornado, air crash and attack by a mad monster! Once you've selected one of these you need to use the emergency services to sort out the consequences, so it's advisable to build police and fire stations before you opt for a disaster!

Sim City's a brilliant game enhanced on the CD with excellent music. Buy this and say goodbye to your spare time for many months to come!

amiga FORCE Rating!

An excellent game, utilising the power of the CD well. Just check out the music!

93

Feature! Cd!

FANTASTIC VOYAGE

Centaur

Calling this *Fantastic Voyage* must be somebody's idea of a joke! This game's truly appalling with nothing in the way of redeeming features. We couldn't believe how slow and awkward it is to play. If this is representative of the majority of CD-TV games, no wonder the system failed so miserably.

Nonetheless it's our duty to run you through the game, so here goes. The scenario's simple but dated which is the way this game looks! Imagine the Cold War's still raging. Okay? Right, well in an effort to get ahead in the arms race, the Americans have perfected a miniaturisation technique thanks to a Czechoslovakian scientist.

The problem is he's the only one who knows exactly how it works and he's discovered a blood clot in his brain. To save him and the project a miniaturised craft and medical crew have been shrunk and sent into his body to destroy the clot. This is where you come in. Guide the craft through the scientist's body and save his life.

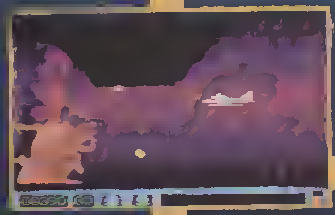
Forget this Voyage!

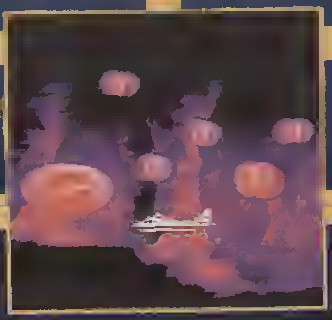
The game's split into three levels, each taking you through a different section of the body. Throughout your journey the body sees you as a foreign invader, so all of its defences are out to get you. Not that there's a lot to them.

The graphics are incredibly basic, while the movement of both your ship and the body's defences are slow which inevitably becomes terribly irritating.

The major fault's the poor scrolling, removing any sense of urgency from the game. You can't do much to avoid many of the antibodies, while others come onto screen so slowly it's hardly worth the bother.

Sadly, the less said about this one, the better. Our recommendation's to avoid this — you'll only end up being thoroughly disappointed!



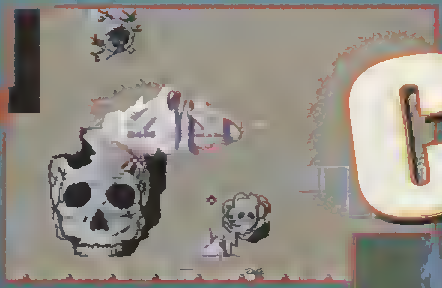


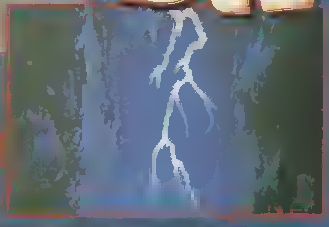
Would you like to go on a *Fantastic Voyage*? Well, try a day trip to Farnborough because this sucks!

amiga FORCE Rating!

Oh dear — a terrible use of a CD based system. No wonder the CDTV failed...

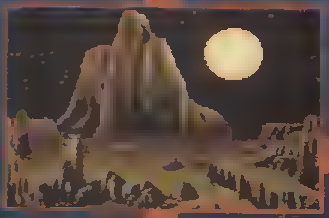
2%

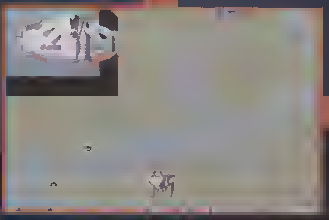


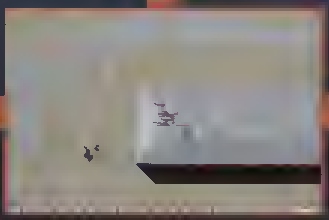


Ooh, what a big skull you have! If the skull's that big, your pilot must be a little on the small side. And, yes, as you've probably guessed, there's no escape button, and the ships won't actually stay still long enough to be [illegible]

BATTLESTORM







Titus

After returning from your travels to the galaxy's distant corners you find your home planet's been invaded by an army of evil aliens. Vowing to exact terrible revenge, you jump into your state-of-the-art airborne attacker and launch an all-out-attack on the enemy installations. The usual scenario you may think. Well yes, but the gameplay more than makes up for the lousy plot. This is one CD-TV disc that'll grace anyone's CD32.

There are four levels, each with two sub-stages to battle through. To overcome the aliens you take their operations out on each stage. To begin with this means destroying the aliens' air attacks; before taking out their ground defences, annihilating Battlestorm, their headquarters, and finally destroying the diabolical guardians to win back control of the planet.

Excellent scrolling, beautifully crafted landscapes and frenetic shooting — all of the things that you'd expect from a decent blaster in fact. Just getting past the first few stages is a challenge still in itself.

Power up speed

Before getting into the trick of it you're asked to select a skill level, ranging from Rock Ape (easy) to Master (strictly for superstars only!). There's only one place to start and that's easy, otherwise death and destruction are all you can expect.

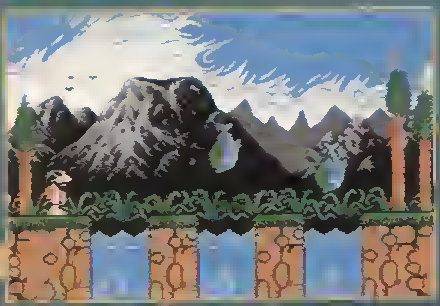
Each level gives you a different control mechanism for your ship, or a contrasting perspective on the game. For example, to begin with the action's in a huge grid. Fly around it in any direction to hunt out the aliens, then blast them into oblivion! Later levels change so you scroll up the screen only, with no sideways movement. Others move horizontally, with the perspective changing accordingly.

There are plenty of power-ups to collect for your ship. These include stronger laser beams, faster firing-rates, homing missiles and extra speed. On screen messages help you locate power-ups. They're worth getting, especially if you aspire to the later levels.

What's guaranteed, however, are smart graphics, an easily controlled ship and great responsiveness. Basically, *Battlestorm*'s a great game to play for anyone who's a shoot-'em-up fan. Non-stop thrills and spills abound — shoot first, think later's the motto with this game! If you want a fast-paced shoot-'em-up with attitude then this is the one for you.

amiga FORCE Rating! 84

A rather cool blaster that looks good and plays brilliantly. A bit [illegible]



Big Nose rides again. Doncha think that he's the spitting image of

Titus

A long time ago us humans were pretty damn stupid if this disc's anything to go by (not a lot's changed if this office is anything to go by!-Ed) *Prehistorik's* set long, long ago when men clubbed his prey to death to stay alive. This game's a tribute to his daring. Relive the joy of smacking dinosaurs, chimps and grizzly bears over the head with a big stick before noshing down on their fresh carcasses!

The idea of the game's to score points by collecting food. Everything you meet that moves is edible, this guy's not fussy! To see how well you're doing check out the food-meter on the screen. Try to fill this up as far as possible before completing a level, otherwise the message 'Not enough food' will send you back to re-do it. There's also a time limit, so while it's important to collect food, wasting too much time means losing a life. You only start with three so it's vital to complete the level within the limit.

The lay of the land

CD32

This land's overflowing with prey, making it a simple affair filling up your food-meter. It's also very easy to kill the animals you meet on your travels. As they walk up, just bash them on the bonce a couple of times, before jumping on them to finish them off. Nothing too difficult there.

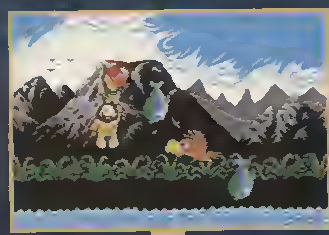
You find the most food in caves, but they're guarded by spiders who are impossible to kill. This means dodging them before they can get at you. Again this is not too demanding.

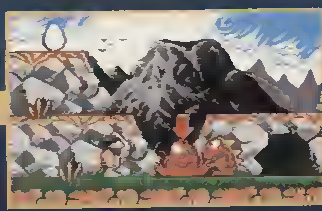
There are plenty of bonuses dotted around to aid your quest. These include bombs to knock out all the animals on the screen, a shield to make you invulnerable and the Cross of Life giving you an extra life. On top of these look out for the nifty little gadgets making your life a little bit easier. Those you come across are a trampoline for extra long jumps, balloons to rise above dodgy situations and an Alphaplane for longer flights.

Prehistorik's landscape looks really impressive. It's brightly coloured with some nice little touches such as birds flying by in the background. There are also some catchy little tunes and neat sound effects, adding to the atmosphere. However, this fails to compensate for the gameplay. You expect a lot more from a CD32 game — this disc looks dated and plays like a poor budget title.

There's some novel animation, smart graphics and amusing sound effects, yet the scrolling is very jerky making the game annoying to play after a very short space of time. Add to this monotonous action and you've got what's basically a boring game. Worth a look only if you're a dedicated platformer, but there's a lot better on offer for the CD32. There's also a wealth of better platformers on their way!

PREHISTORIK





amiga FORCE Rating: 49

A rather lame excuse for a platform game. It sure doesn't match up to today's standards.

LAST BUT NOT LEAST

The games reviewed here are but a small selection of CD-TV titles available for the CD32. There are plenty of others around worth considering as Christmas stocking-fillers.

If you're into historical study, then the *Time Table of History* range is worth a look. Produced by Xiphias, they're described as 'reference for all ages', covering topics such as the media, business and politics. The only problem they're a little dated, having been originally [illegible] back in 1991.

Another educational CD-TV disc's *My Paint*, a fun drawing-designer for kids. It's a Saddleback Graphics game aimed at children aged three to 13, although our tips boy did have a problem with the game (we had to explain that you actually doodle on screen!).

That should [illegible] you can look at games initially described for the [illegible] CD-TV, if you wish to get [illegible] or want more [illegible] Distribution on [illegible] CD32 [illegible] Tony [illegible]

IT'S JURASSIC!

You have five minutes to beat T-Rex and win

£500 INSTANTLY!

0839 [illegible]

WIN A SEGA MEGADRIVE + MEGA CD!

0839 [illegible] INSTANT WIN!

SUPER NINTENDO+ JURASSIC PARK 0839 407056 INSTANT WIN!

THE NEW AMIGA CD! 0839 407052 INSTANT WIN!

WIN!

GAME GEAR+ JURASSIC PARK INSTANT WIN 0839 407047

AMIGA A1200+ JURASSIC PARK 0839 407059

WIN!

£150 WORTH OF COMPUTER GAMES! 0839 [illegible]

SEGA MEGADRIVE + STREETFIGHTER II 0839 407043

RALEIGH ACTIVATOR 2

WIN!

Or any mountain bike up to £200 0839 [illegible] INSTANT WIN!

FOOTBALL STRIP 0839 407054 In your team's colours!

JOYSTICK! the latest multi-button controller! or any joystick up to £70! 0839 40707048 INSTANT WIN!

PLAY THE BIG GAME! Use your soccer skills to win £500 instantly! 0839 407051

WIN!

PLAY THE ALL STARS ADVENTURE! INSTANT WIN! 0839 407052

£150 WORTH OF SPORTS GEAR 0839 407049

WRESTLING VIDEOS £80 worth of Action! 0839 407054

WIN!

Fight your way through [illegible] Beat the villain to win SUPER [illegible] SUPER MARIO ALL STARS [illegible]

[illegible] cost 36p per min (cheap) 48p per min (other times). Max possible cost £3.00. Please be sure you have permission to make the call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 30.11.93 and again on 28.02.94. All competitions involve multiple choice questions. Raleigh Activator 2/ Nintendo/Sega/Amiga/Streetfighter II & Jurassic Park are all registered trademarks of their respective companies. We are not related to or endorsed by them. For rules and winners please send SAE to: Info Media Services Ltd, PO Box 20 Northampton NN1 5DS.

Impact/Dec93

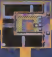
GAS MORPH
This creature floats upwards and can only [illegible]

FLEXI MORPH
Can bounce with the best of them, but is very susceptible to [illegible] and sharp objects.

LIQUID MORPH
Can squeeze through tight gaps, but can't climb slopes [illegible]

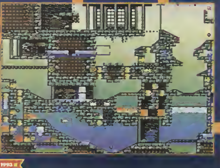
SOLID MORPH
Definitely as hard as he looks — sinks like a stone in water, but batters through barriers.

MOR

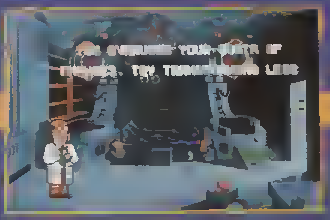


Find the map hidden in most of the zones. This item when activated will make the level you are on a lot easier to negotiate.

Mark! This is a great [illegible] offering hours of really [illegible] gameplay. It's not often I find a game of this nature addictive. Morph starts [illegible]



PH



(Above) Would you step onto a rather dangerous looking machine like that? (L. ft) The solid morph can't sink in water

Millennium, £25.99

It's a bit of *Lemmings*, a dash of *Bill's Tomato Game*, a morsel of [illegible] shem! *Morph* is one of those games owing more than a passing nod to previous puzzlers, but at the same time takes a new look at the genre. Negotiating a heavily-trapped platform area, finding an object and getting it back to the exit isn't the most novel of concepts but the execution's as original as you could wish for.

Morph is not a happy chappy. Following an accident involving his crackpot uncle's teleport machine, he was transformed into a mass of mutated molecules.

He can mould his matter into four separate elements, each with their own properties — Morph Solid's a cannonball-like creature that can batter its way through breakable blocks. Morph Flexible behaves like a bouncing ball, Morph Liquid's like, erm, liquid and the cloud-like Morph Gaseous floats upward.

Of course, they each have drawbacks — his gaseous and flexible forms are susceptible to [illegible], but when solid or liquid, water becomes [illegible]. There's enormous variety of hazards and puzzles, including sharp objects, grates, fans and [illegible]. Somehow, surmounting everyday [illegible] seems more exciting than negotiating the [illegible] found in arcade puzzlers.

Power-ups in the shape of bonus transformations [illegible] the heater (on a [illegible]) [illegible] you one [illegible] morph to the left) and freezers (same principle, but one place to the right).

All Change

Transformations are achieved by holding fire and pressing one of the keypad directions. A limited amount of each metamorphosis is available — you can overdraw, but you can't conquer the level if you exceed your quota. This is an excellent idea allowing you to see more of the playing area and making you work all the harder to find where you went wrong.

While each level has a set solution, many of the individual obstacles can be conquered more than one way, *Lemmings*-style. Find yourself at the exit with the cog, having over-run your morph quota, and it's time to look for alternatives. The levels are small enough to prevent this getting frustrating (no mind-boggling [illegible] here), but they're crammed to the brim with tricks and traps.

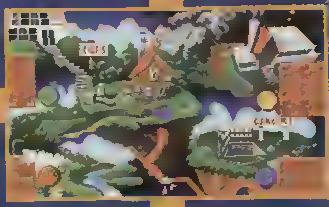
Many pace in issue aspect, and gave the tepid rendition of *Morph* a [illegible]. The AGA [illegible] really [illegible]. There are a few [illegible] samples thrown in and the CD version's undoubtedly easier to use, but apart from that, it's more of the same.

Not that this is a bad thing; it's a great game anyway, full of snappy little touches like the [illegible] Morph's eyes follow the [illegible] direction [illegible] some of the deaths are [illegible] more dying as. The lack of level codes [illegible] appalling omission for a [illegible] the [illegible] and [illegible] game.

> Deaths... worth dying for.

Dropping Morph onto flames when in your water form will convert you into the cloud and save you one of those vital transformations for later. ■

Tip time!



amiga FORCE Rating!

- DEVELOPERS: FLAIR SOFTWARE
- DISKS: CD
- PLAYERS: 1
- GENRE: PUZZLER
- 1200 COMPAT: N/A
- HD INSTALL: N/A

A superb puzzler combining polished programming and can't-put-it-down gameplay.

88

Feature!

Cd! CD32 Past Pages

THE STORY SO FAR...

It's early days yet, but some of the software available for the CD32's already wowing the world. IAN 'YES IT IS' OSBORNE and MARK 'NO IT ISN'T' SMITH come to blows while checking out what's hot and what's not...

DIGGERS

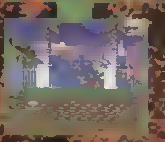
Ian! ■ Although this scored 87% in Issue ten I find it no fun at all. The constant scrabbling around for gems is tedious rather than challenging the diggers' personalities making them liable to wander off of their own accord is annoying and the graphics and animation hardly push the host machine to its limits.

There's some enjoyment to be had here but not a lot — this isn't a game I'd choose to bundle with the machine.

Mark! ■ Hmm a little strong perhaps. *Diggers* may not push the CD32 to its limits but it's still a strong game offering many brain teasing puzzles and much play. The problem with Osborne is he can't play and think at the same time. In fact thinking's tough enough for him as it is!

OSCAR

Mark! ■ [illegible] *Oscar* [illegible] Sony's [illegible] CD32 [illegible] lasting [illegible] port. May [illegible] for the [illegible] port while [illegible] CD [illegible]



Ian! [illegible]

JAMES POND 3: OPERATION STARFISH

Ian! ■ I've never been a fan of this release but I'm not much of a platform fanatic anyway. The 74% it scored in Issue eleven seems about right — it's well programmed innovative and challenging and best of all it oozes character.

This effort isn't to my personal taste but on an objective level it's very good. If you're into Pond get it — but not if you already have the floppy version! The five extra levels (the original had 55) are hardly worth buying it again.

Mark! The lad has said it all really. There's little new to the CD version except a quite stunning cartoon preview of *James Pond 3* but if you've never come across the game before you could do a lot worse than this.

PINBALL FANTASIES

Mark! ■ A [illegible] *Pinball Fantasies* [illegible] thinking [illegible] enjoyed [illegible] pilot or [illegible] be [illegible]

Ian!

[illegible]

Ian! ■ This is the sort of disk I could quite cheerfully spit on. The digitisation's dreadful the speech samples horrendously incompetent and the models play a lousy game of cards.

I can't see any reason to fault the less-than impressive 15% it scored in issue eleven. It's badly executed, in poor taste and will only appeal to the desperately sad. Avoid.

Mark! ■ I thought this would be your kind of game Ian! Seriously who in their right (or even wrong) mind would want a game like this? It's tacky tasteless and a complete waste of space. So there.

There we have it — we both agree (for a change) that we've yet to see a game really push the machine. Still, it's early days yet. The Mega-CD started out with straight cartridge ports, and there's some interesting stuff here, nonetheless. The CD32's a marvellous piece of machinery — if games of *Pinball Fantasies* [illegible] are being released now [illegible] think what's to come!

Fresh from the vaults of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Leviathan spaceships as your Manta swoops low and leaves a trail of mayhem in its wake.

URIDIUM 2

"A classic game which has been brought bang up to date. Wonderful graphics, loads of blasting and a hook big enough to snare Jaws." Amiga Format 94%

"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pla gamaplay."
Amiga Action.

"Uridium II is fantastic. You can take our word for it... Smashing!"
Amiga Format.

"All in all, Uridium II is shaping up to be one hellava gama."
CU Amiga.

FOR THE AMIGA 500 (1 MEG), 600, 1200 ENHANCED.
UTILISES MOST MEMORY UPGRADES. SOON FOR THE AMIGA CD 32!

C1, Metropolitan Wharf, Wapping Wall, London E1 9SS. © 1993 GreenGold. Published by Renegade.

Previews! Cd!

Just a the Ca

Welcome to the wild and wacky world of the CD32. There's a wealth of software on the way, and we've got the lowdown on the lot! Many of the games are in early stages of development, so some shots are from floppy versions.

SLEEPWALKER

Ocean

If you [illegible] Sleepwalker [illegible] Ocean's [illegible] release [illegible] of the probably go to Comic [illegible] a mould [illegible] platformer [illegible] a bom[illegible] unawa[illegible] around [illegible] to trigger the traps [illegible] generally keep him from walking.

The [illegible] graphics [illegible] but the A1200 [illegible] powerful [illegible] you could hardly [illegible] lot [illegible] be. [illegible] Even if it [illegible] full pack of [illegible] a worthy [illegible] see-though [illegible]

OVERKILL/LUNAR-C

Mindscape

[illegible] a bang or what? [illegible] and [illegible] on [illegible] and selling [illegible] £25 [illegible] Overkill [illegible] office to fly [illegible] an [illegible] opportunity [illegible] ace lift-game [illegible] of [illegible] new facilities. The [illegible] also [illegible] 3-[illegible] of time [illegible] owners should [illegible] November [illegible]

ARABIAN KNIGHTS

Krysalis

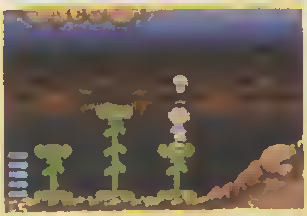
Another high-scorer *Arabian Knights* is an arcade adventure *par excellence*. The program is slick and smooth, the graphics attractive and interesting, and the gameplay — wow!

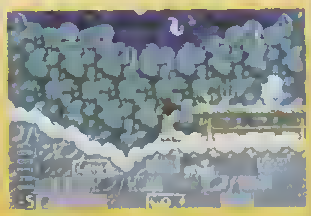
There's more platform action here than in many a pure platformer, and the puzzles are well laid out and challenging — no trekking across 30 screens to find an object, having to traipse all the way back again to use it, here.

There are some neat touches on offer too, like the way a light bulb appears above your head when an incidental message is available.

It is unusual to find a game mixing gamestyles without falling between two stools, but this one manages it admirably.

Although there are few enhancements planned for the CD32 version, *Arabian Knights* is to retail for a mere £14.99, a bargain for a game of this quality. With none of the restrictive licensing agreements dogging console games, budget CD releases are a distinct possibility — let's hope they catch on.





round rner!

Previews! CD32

Trade

Flair

Now this is the sort of game the CD32 was made for — a three disk trading extravaganza The enhanced CD32 version enables the programmers to include more graphics and animation than you could shake a stick at without making the game a nightmarish exercise in disk swapping

Set in the last century as the captain of an ocean-going trading vessel you must hire crew buy a boat (not necessarily in that order) and sail the seven seas in search of fame and fortune You start with a limited amount of cash earning more by buying goods taking them to a foreign port and selling them for profit

It isn't easy — the laws of market forces apply so you won't make a mint ferrying two commodities between two ports Large consignments might be refused so it's best to spread your load across several products

Obviously a pure trader like this won't appeal to everyone but strategy buffs will love it Enhancements made possible by the CD32 should make it worth even more than the 83% it got in Issue eight

MONOPOLY

Supervision

THE LOVERS' GUIDE

Supervision

Another one that's up in the air, *The Lovers' Guide* - prescribing from Ancient Sex Ways! does not only video but also includes various psychometric tests to undertake.

The product is to be released on the CD-ROM and Opto Magneto versions for the CD32 released to follow.

SOCCER KID

Krystalis

This will be out [illegible], but (in the [illegible] version) [illegible] Elements it's probably worth the wait. Soccer Kid takes a new look at the [illegible] introducing a global [illegible] a weapon of choice as Soccer Kid in boot is [illegible] a trademark [illegible] shoot a ball [illegible] the introduction [illegible] worth [illegible] and

The [illegible] graphics and [illegible] sound effects. Water [illegible] When it's finished [illegible]

Previews! CD!

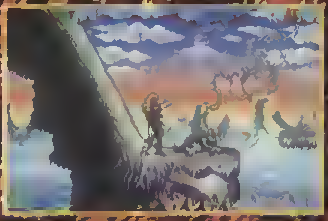
Psygnosis

Now here's an interesting release — *Microcosm* isn't a floppy port at all, but is developed specifically for the CD 32!

The plot owes more than a passing nod to Isaac Asimov's *Fantastic Voyage*. You guide a microscopic submarine injected into a human body, battling your way through the body's defences to reach the brain. You've not been put there to save the host, though — you're working for a big business corporation, and you're inside the president of your biggest rival! On reaching the brain, you're to plant an electrode transmitter allowing your boys to control his every move without his realising it.

The game's technical specifications are incredible. There's over 500Mb of graphic and sound data, 256 colours, scene intros/outros using Silicon Graphic imagery (whatever that is), multi dimensional craft and figure-modelling (dillo), six areas of the body to explore, multiple craft-control and an original soundtrack by Rick Wakeman.

Of course, the proof of the pudding is in the playing — Psygnosis promise gameplay every bit as good as the tech-specs, and I for one can't wait to check out that claim.



LIONHEART 5-36

Team 17

Now that's quite a swing, arrive the CD 32 version of Lionheart is to be released by Team 17, and Thalion's A-500 or on floppy, the CD version is a game that pits Turrican against Turrican! Best to view the world!

Lionheart is a blast-'em-ups for all-time, most exciting of games — indeed, it's even better than Turrican. However, Lionheart's [illegible] gameplay, exciting graphics, [illegible] CD 32 version should have even better [illegible] Team 17's tracks [illegible] double every [illegible] to pull off some [illegible] gameplay [illegible] look out for this [illegible] of a game [illegible] Lionheart.

WOODY'S WORLD

Playbyte

Woody's World [illegible] impressive [illegible] seven. Our main complaint was that it was unoriginal, failing on [illegible] play.

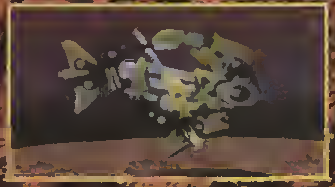
After several months [illegible] due to its original publisher DMI going bust, *Woody's World* appeared on the Playbyte label and failed to [illegible] the world alight (to say the least). It seems [illegible] choice [illegible] port, but maybe the enhanced sound and gameplay promise will lift it out of the [illegible] Great Game only.

RISE OF THE ROBOTS

Mirage

A million [illegible] *Rise Of The Robots* promises to be the centre of [illegible] gameplay.

Unlike most [illegible] use ordinary, everyday sprites and 3D models, *Rise Of The Robots* employs radical 3D modelling software to produce high-quality ray-traced images. Mirage claim a very high degree of interactivity — in *Dragon's Lair* [illegible] graphics, but where the game [illegible] impressive effect includes the movement of a robot's wonderfully [illegible] and the shattering effects when the [illegible] smashes.



THE BREAK

Krysalis

Not too much [illegible] about this one [illegible] Krysalis. It was originally released [illegible] (but never in this country) and will [illegible] for £19.99. More [illegible] soon.

CAESAR/COHORT 2

Impressions

Caesar's a sort of classical *SimCity* game — you plan ingenious [illegible] residential [illegible] and keep your [illegible] happy — [illegible] leaving you with [illegible] revenue.

Ironically, despite the [illegible] *SimCity* [illegible] Caesar's [illegible] up to date. The interface and [illegible] improved, making for a whole [illegible] more involved.

Problems [illegible] that [illegible] *SimCity* [illegible] — [illegible] where [illegible] it comes to. Although functionally [illegible] you [illegible] use it to control [illegible] Caesar [illegible] in time [illegible] decade [illegible] results. Either [illegible] not up to *SimCity*'s standards.

But [illegible] the excellent Caesar [illegible] it's not worth [illegible] the game [illegible]

Other Delights

There's more to the CD32 than meets this feature — here's a list of other ace CD games in development.

Adventures in Time	Flair Software
Akira	ICE
Alfred Chicken	Mindscape
Alien Breed 2	Team 17
Amiga CD Football	Plattsoft
B17 Flying Fortress	MicroProse
Battlestorm	Titus
Body Blows 2	Team 17
Biosphere	Electronic Arts
Burning Rubber	Ocean
Chaos Engine	Renegade
Civilisation	MicroProse
Creation	Bullfrog
Dracula	Psygnosis
Formula 1 Grand Prix	MicroProse
Genesis	Flair Software
Gunship 2000	MicroProse
Inferno	Ocean
James Pond 3	Millennium
Jurassic Park	Ocean
Lemmings	Psygnosis
Liberation: Captive 2	Mindscape
Lionheart	Team 17
Lil Devil	Gremlin
Lotus Trilogy	Gremlin
Magic Carpet	Bullfrog
Man Utd Prem League Champs	Krysalis
Mortal Kombat	Virgin
Nick Faldo's Golf	Grandslam
Project X	Team 17
Putty	System 3
Putty 2	System 3
Robocod	Millennium
Ruff 'n' Tumble	Renegade
Ryder Cup Golf	Ocean
Sabre Team	Krysalis
Sensible Soccer	Renegade
Sim City	Maxis
Superfrog	Team 17
Surf Ninjas	Team 17
Syndicate	Bullfrog
TFX	Ocean
Theme Park	Bullfrog
Uridium 2	Renegade
Whale's Voyage	Flair Software
Zool	Gremlin
Zool 2	Gremlin

TO ADVERTISE IN THIS SPACE

RING NEIL, MICHELLE OR BRETT ON 0584 875851

COMPUDIAL

FOR THE BEST PRICES ON AMIGA HARDWARE & SOFTWARE

COMPUTERS

[illegible]	£[illegible].00
[illegible]0 & 20MB H/D	£349.00
[illegible]0 & 44MB H/D	£385.00
[illegible]0 & 80MB H/D	£449.00
[illegible]0 & 120MB H/D	£499.00
[illegible]00 DTP PACK	£329.00
[illegible] CONSOLE	£279.00
[illegible]0/030 80MB H/D	£900.00
AMIGA [illegible] 120MB H/D	[illegible]

1200 MEMORY/ACCELERATOR CARDS

4MB RAM EXP WITH CLOCK	£214.00
4MB RAM EXP WITH 20MHz	£279.00
4MB RAM EXP WITH 25MHz	£319.00
4MB RAM EXP WITH 33MHz	£329.00
4MB RAM EXP WITH 40MHz	£339.00
4MB RAM EXP WITH 50MHz	£[illegible]
8MB BARE BOARD	£[illegible]

BLANK DISKS

100 DS/DD BRANDED DISKS	£49.99
[illegible] DS/DD UNBRANDED DISKS	£[illegible]

A1200 IDE HARD DRIVES

80MB IDE HARD DRIVE	£120.00
120MB IDE HARD DRIVE	£[illegible]

WE ALSO SELL THE FOLLOWING COMPUTER HARDWARE & SOFTWARE

[illegible] DRIVES [illegible] AMIGA GAMES [illegible] BUDGET [illegible] SOFTWARE IN FACT [illegible] HARDWARE [illegible] AMIGA RANGE [illegible]

[illegible] YOU WIN [illegible] & SOFTWARE AT [illegible] AND NOT [illegible] AROUND FOR THE BEST [illegible] TO SAVE TIME & MONEY

[illegible] YOU WISH TO PLACE AN ORDER PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO COMPUDIAL AND SEND YOUR ORDER TO

COMPUDIAL (DEPT AMPO) 75 LANGTON RD, FALKIRK STIRLINGSHIRE FK2 [illegible]

PLEASE ADD £5.00 P + P FOR HARDWARE & £1.00 FOR SOFTWARE

ALL ORDERS MUST BE RECEIVED BY 20TH DECEMBER FOR XMAS DELIVERY PLEASE ALLOW 5 DAYS FOR CHEQUE CLEARANCE

TO RECEIVE OUR LATEST PRICE LIST ON DISK PLEASE SEND £1.00

TEL (0324) 31513

10AM - 12PM 7 DAYS

SS SENSATIONAL SOFTSELL SS

THE "TRY BEFORE YOU BUY" CLUB
LOWEST PRICES - FAST AND RELIABLE SERVICE

★★★SPECIAL OFFERS THIS MONTH★★★

GUNSHIP 2000	£18.99	CHUCK ROCK 2	£11.99
SPECIAL FORCES	£11.99	JAGUAR XJ220	£10.99

FREE GIFT WITH FIRST TITLE ORDERED

NEW TITLES

Abandoned P12	22.99
A Train	22.99
A T A C	22.99
History Line	22.99
Syndicate	22.99
The Patrician	22.99
A320 Airbus	21.99
Desert Strike	19.99
Dune 2	19.99
Flashback	19.99
Jurassic Park	19.99
Nippon Sales	19.99
Reach for Sky	19.99
Monopoly	19.99
Scrabble	19.99
Arabian Nights	17.99
Apocalypse	17.99
Body Blows	17.99
Global Gladiators	17.99
Super Frog	17.99
Chaos Engine	19.99
Overdrive	19.99

SOFTSELL STANDARDS

Grand Prix	15.99
Microprose Golf	15.99
Premier Manager	15.99
Robocop 3	15.99
WWF Euro Ramp	15.99
WWF Wrestlemania	14.99
Zool	14.99
The Humans	13.99
Lethal Weapon	13.99
Putty	13.99
J W Snooker	11.99
Ultima 5	11.99
Blitzkraig	9.99
Bloodwych plus Data Disk	9.99
Chaos Strikes Back	9.99
F/ball Man 2 + Expansion Kit	9.99
Match of Day	9.99
NARC	9.99
Space Gun	9.99
Kick Off 2	9.99
Pacland	7.99
Pacmania	7.99
R-Type 2	7.99
Windsurf Willy	7.99
Austerlitz	6.99
Battleships	6.99
Carrier Command	6.99
Challenge Golf	6.99
Continental Circus	6.99
Daily Double Horse Racing	6.99
G-Loc	6.99
Hunt For Red Oct 2	6.99
Las Vegas	6.99
Mercenary	6.99
Paper Boy 2	6.99
Prince Persia	6.99
Puzznic	6.99
Space Harrier 2	6.99
Spherical	6.99
Stack Up	6.99
Strip Poker + Data Disk	6.99
Thunderbirds	6.99
Worlds at War	6.99

COMPILATIONS

50 GREAT GAMES
(Wicked) 13.99

TOP HOT TO HANDLE
Golden Axe Total Recall Shadow Warriors Super Off Road Racer (Ocean) 12.99

CLASSIC COLLECTION
World Championship Soccer Gremlins 2 Barbarian 2 Colossus Chess (Hot Shots) 11.99

LINEKER COLLECTION
Gary Lineker's Hot Shot Italy 1990 Footballer of the Year 2 International Soccer Challenge (US Gold) 9.99

All prices include UK postage etc no other charges

INTRODUCTORY OFFER. Order any game by cheque or P O payable to **SOFTSELL** and if you join the **CLUB** you can return it after 7 days for the full price back

Softsell and SSH Clubs have been highly recommended since 1983
10 YEARS OF COMPUTER GAMES SERVICE

For full catalogue club details and buy back prices send stamped SAE to SOFTSELL (AFC) MAIL ORDER 32 Dursley Road, Trowbridge, Wilts, BA14 0NP

Rich pickings!

Tip time!

■ Dive on the springs to gain more height. ■

Mindscape, £25.99

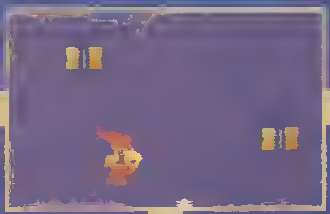
Here's a dilemma. *Alfred Chicken* offers nothing original, and is hardly on the white hot cutting edge of hi-tech technology. It's also one of the best platformers I've seen in a long time. Why? Because it dispenses with unnecessary frills, concentrating instead on tight, imaginative gameplay — a platformer to impress players, not rival programmers.

The screens, for example, scroll in four ways instead of the usual eight. There's no parallax scrolling and very few colours, but they're extremely well laid-out so who cares? Each level involves grabbing diamonds (platformers are nearly always about collecting something) and making your way to the exit.

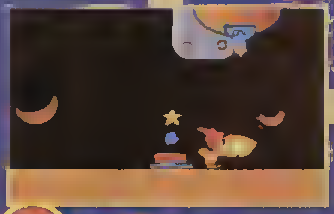
Em, no surprises there, but they're divided into bite sized pieces that are challenging without being sprawling. You don't get lost playing *Alfred Chicken*. Nor do you come to a sticky end by falling off the foot of the screen — in all the levels I've seen this is impossible, and there are no sudden deaths, either. The enemies and spikes are very cleverly placed, a real hazard if you mess up but no interference if you've the right idea.

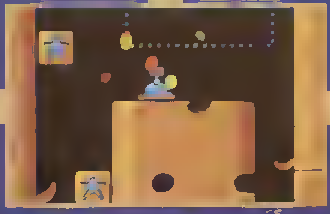
ALFRED CI

Chris!



■ Above: Alfy grabs the gifts in this between-levels sequence — well it is Christmas!
Below: Feathers fly as a humble mouse blows Alfred wing from wing — at least he didn't chicken out!





others — the [illegible] stage positively screams *Rainbow Islands*. Again, though, they're extremely [illegible] put together — there's always enough going on to sustain interest and nothing looks out of place. There's little worse than a platformer's interesting bits coming across as gimmicks included for their own sake (hallo *Doodlebug*) and ol' Alfy's programmers know it.

> **Nothing looks out of place.**

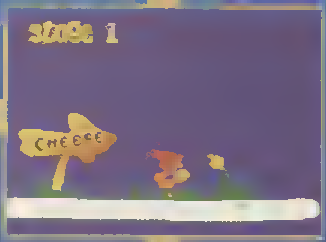
Fried Chicken Or Cold Turkey?

A notable exception to the techno minimalism rule is Alfred himself. He's the best cartoony computer creation I've seen in many a game, and his animations a stroke of genius. For once, this character actually behaves and acts the part — hatching out of an egg on each new life and waddling around just like the bird that made a celebrity of Colonel Sanders. To claim a restart or [illegible] or [illegible] next a great [illegible] impressive. After falling a certain distance, [illegible] turns into an Earthbound rocket: if he falls further it becomes more streamlined. Best of all, felled foes don't resurrect as soon as you leave the screen.

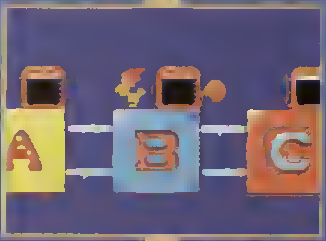
Alfred Chicken's a technical non-starter but a masterpiece of game design — Alf himself is a joy to behold. The levels are well laid out, though a few level codes or continues would come in handy. The tune grates after a while, although this doesn't stop it being a fine game.

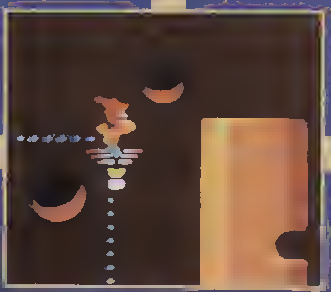
The heart of a good platformer isn't in throwing umpteen colours on the screen or cramming in more devices than you can shake a chicken drumstick at. It's in little things like having restart points near every level exit in case you screw up on the next stage, and the absence of pixel perfect leaps taking dozens of attempts to master. *Alfred Chicken's* this and more.

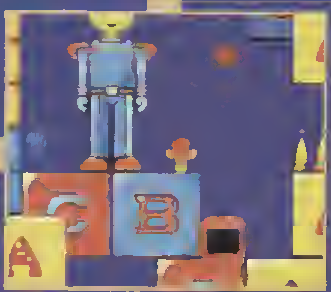
Ian!



HICKEN







amiga FORCE Rating!

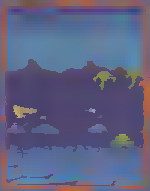
- DEVELOPER: IN-HOUSE
- DISKS: 1
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: NO

A pristine platformer — no frills but lots of fun.

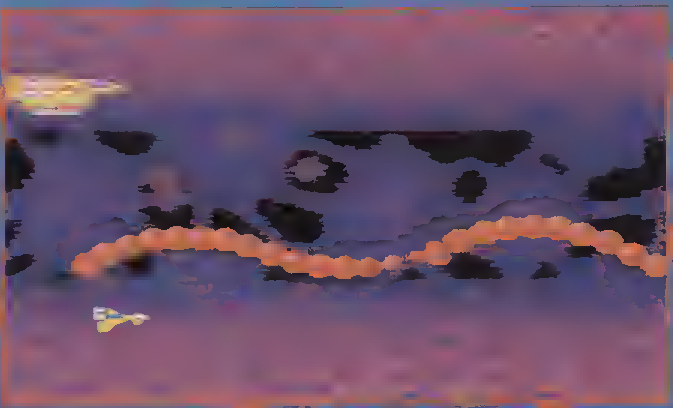
87

Rich pickings!

OVER

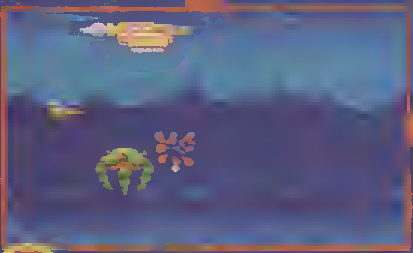


(Below) Keep watching the scanner, you never know what's behind yo....
(Right) That's one bowel buster of a [illegible] orm



Tip time!

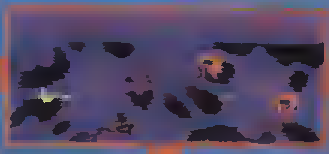
Collect parachuting commandos for a big bonus

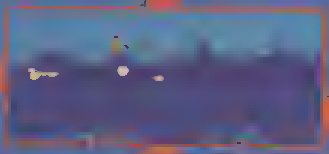


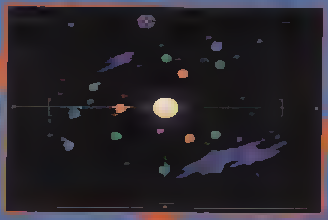
RKILL

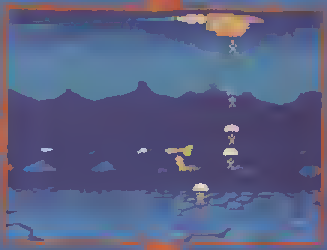
Chris! **Reviews!**

■ Okay it might not look much at first glance but *Overkill's* a deceptively fantastic blaster. The *Defender*-inspired gameplay is top-notch playing slower than the original (thankfully).
The lack of continues is a pain as is the absence of in-game music (after all isn't it named after a Motorhead track?) but if you own an AGA machine it's a breeze ■









(Above) You don't see set-ups like that on The Sky At Night... (Left) Blast 'em to bits — kerpow!

■ Mindscape, £25.99

Any of you old fogeys out there remember *Defender*? Brill wasn't it? Lightning-fast action scores of baddies and a huge (for those days) 19K of code! Fans of the ageing (geriatric?) Williams coin-op will feel right at home here — *Overkill* is a modern-day AGA-only blast giving more than a passing nod to the big D.

For reasons unspecified you once again tackle the Alien Empire. Your ultimate goal is their home planet at the centre of the solar system but (again for reasons unspecified) before going in and kicking serious butt you first clear all surrounding planets of foetid foes.

The planets orbit the sun in threes — clear all three then move onto the next ring where the baddies and backgrounds take on a new appearance. After cleaning the last planet in each orbit you're faced with a fresh and deadly threat — a wave of larger tougher baddies taking multiple shots to kill.

But what I hear you ask 'has all this got to do with *Defender*? Simple — your craft looks and moves just like the one from Williams rave-from-the grave. Zipping along the horizontally-scrolling wrap around screen at a fair old rate of knots it also turns on a sixpence and goes back the other way at your command. The scanner above the screen is still there as are the little dweebs who stand at the foot of the screen.

Unlike *Defender* though the humans don't just wave their arms about and wait for an alien to kidnap them. Our extra terrestrial buddies aren't interested in such trivia. They're after the power crystals letting them create another wave of foes (I thought only mummy and daddy aliens could do that). The humans are actually commandos dropping from the skies with parachutes to blow the crystals to smithereens. When they run out of dynamite they jump unfeasibly high hoping you catch them so they can reload.

> **More than just a nostalgia trip**

Signs Of The Times...

Overkill is more than just a nostalgia trip. The presentation is of a standard only dreamed of in *Defender's* day. The baddies exploding in a blaze of blood when hit and your own craft coming to grief with a similarly impressive bang.

Unfortunately enemy bullets are often obscured by bits of baddie but forewarned is forearmed! Power-ups are on offer such as dual shots triple shots and bombs. Catch them fast and use them wisely — they don't last forever.

The game is a good deal slower than *Defender* but none the worse for that — its inspiration was often unmanageably fast. The umpteen button controls have (thankfully) been condensed to just two the fire button and Space for shields. Unfortunately your craft has nowhere near the blasting power of the original and needs a joystick autofire to bring it up to acceptably manic standards.

Though by no means perfect, *Overkill* is a brilliant game. Don't be fooled by its simplicity this one grabs you by the wotsits and refuses to let go in a way more complex blasts never can. The learning curve is a treat the sound effects are snappy and the pre-game heavy metal soundtrack's awe-inspiring. It could do with some in-game muzak and a few continues but there's an extra life every 25 000 points so you can keep going for quite a while.

This is one shoot 'em-up you shouldn't be without (if you own an AGA machine that's).

Ian!

amiga FORCE Rating!

■ DEVELOPERS: DIGISOFT
■ DISKS: 2
■ PLAYERS: 1-2
■ GENRE: SHOOT-'EM-UP
■ A1200: AGA REQUIRED
■ HD INSTALL: HD

■ A sterling effort — let's hope Bloodhouse's *Asteroids*-inspired *Stardust* is as good.

88 88 47

Reviews!

Rich pickings!

URIDI

Loud explosions, detailed graphics and stunning speed are the main attractions of *Uridium 2*, not forgetting the ferocious shoot-em-up action of course!

■ Renegade, £25.99

Amiga fans upgrading from Commodore 64s should recognise the title straight away — Andrew Braybrook's *Uridium* was one of the hottest games ever to hit that machine. The monochrome Spectrum version was ruined by difficult-to-see sprites, but it's a fast-paced blaster, but on the C64...

Enough nostalgia. *Uridium 2* [illegible] Moving [illegible] losing any of its character [illegible] gameplay's the same, blasting the hell out [illegible] dreadnoughts [illegible]

the [illegible] other [illegible]

> **The emphasis is definitely on speed**

Roving Fever

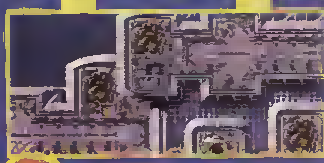
[illegible] about you [illegible] have a crack at the reactor-core. You're on your own here with no high-tech Manta to help [illegible] instead, you pick a spaceship and tear into the [illegible] with a hand-held laser. There's also the odd [illegible] power-ups. This [illegible] heavy — the more you blast, the more [illegible] drawn you in. When you've finished, warp back to your Manta and head for the next [illegible]

Blasting Power...

So much for the meat-and-[illegible] description — how does it play? Extremely well, actually! The emphasis is very much on speed, with your highly manoeuvrable Manta [illegible] and weaving like there's no tomorrow, especially [illegible] later levels where raised superstructures [illegible] fly [illegible]

[illegible] shoot-em-up [illegible] with [illegible]

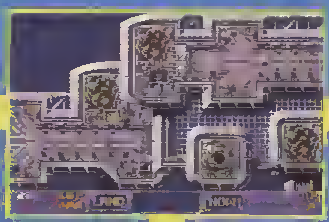
Ian!



IUM 2

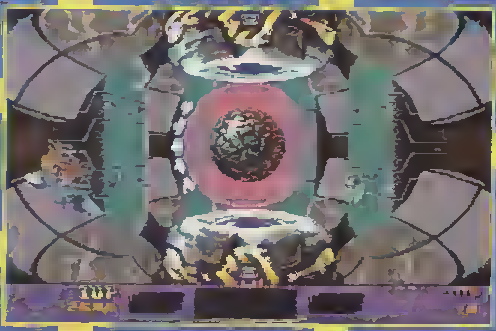
Chris! Reviews!

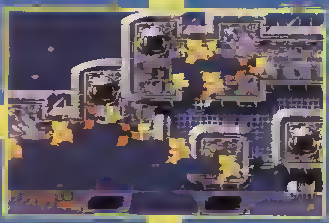
■ On seeing [illegible] nostalgia [illegible] in before I even hiked up my joy- [illegible] classics [illegible] cop- [illegible] despite the [illegible] — sparkling graphics and [illegible]



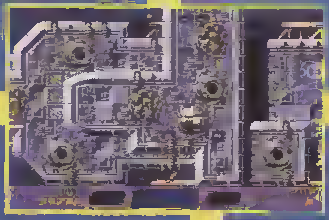
Tip time!

■ Deny-the-enemy waves of enemies for a power-up. ■





After safely landing, all hell is let loose and the ship explodes!



Further into *Uridium 2*, the ships get bigger and badder, with more aliens and obstacles in your way.

amiga FORCE Rating!

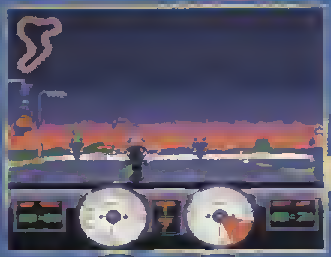
AUTHOR: ANDREW BRAYBROOK

■ DISKS: 2
■ PLAYERS: 1-2
■ GENRE: SHOOT-'EM-UP
■ A1200 COMPAT: YES
■ HD INSTALL: NO

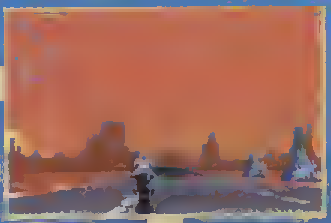
It [illegible] not the [illegible]

79 49

Rich pickings!



Just sit back and watch all that lovely scenery go screaming past.



Ian!

■ Although limited in scope and appeal, *Prime Mover* is a fair old two-wheeled thriller in its own right. The feeling of speeding, exhilarating [illegible] as you take a corner in top gear [illegible]

PRIME MOVER

■ Psygnosis, £25.99

High speed thrills, the crack of leg against concrete, the feel of sweaty leather nudging the body — motorcycle racing is a [illegible] *Prime Mover* from Psygnosis [illegible] more serious angle than most, plunging you [illegible] first into the world of the two-wheeled [illegible] Prix [illegible] the rigmarole of entering your personal [illegible] (name, age, weight etc.) you select your [illegible] and study the next track's layout. The bikes are either particularly fast or have [illegible] choosing the balance suiting you [illegible] nt to success [illegible] the tactics stop and begins with [illegible] *Prime Mover's* [illegible] arcade-style [illegible] ite riders' [illegible] table, the [illegible] heighten acceleration. A mite frustrating as I'm sure you agree!

Another feature detracting from the realism is a limited number of only seven riders, though this doesn't make finishing in first position a doddle. Third or fourth isn't too tricky, but that elusive place takes some working at. The problem with just having seven riders is the back markers, [illegible] on the first lap you find them in front of you, something that ruined the authenticity of early race games (*Revs* springs to mind), and is honestly unnecessary.

All around the world

On offer are 12 different tracks from the USA to [illegible] ing a few cosmetic [illegible] ments. The lights of [illegible] surround the track [illegible] erica, while [illegible] you in [illegible] cs are [illegible] with [illegible]

> **Very much an arcade-style game**

Mover on up...

[illegible] trol's straightforward as [illegible] Push up to accelerate [illegible] change gear, either up [illegible] clutch-friction held, [illegible] at the [illegible]

■ Drop down a few gears when sliding into corners — the added revs should lower your speed and take you through the corner unscathed. ■

Tip time

amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 2
■ PLAYERS: 1
■ GENRE: RACING
■ 1200 COMPAT: YES
■ HD INSTALL: NO

■ Full of pace and [illegible], but lacking in [illegible]

70

Chris!

WONDER DOG

Tie time!

Core Design, £25.99

Platform games strike back with Core Design's latest offering, *Wonder Dog*. One of the first games ported from the Sega Mega Drive, this introduces the antics of the clumsy canine who has to battle through seven worlds and numerous levels to prevent the evil General Von Nullbone and his dog-troopers from taking over the galaxy.

Wonder Dog's a determined little pup, nothing deterred from meadows and battling all manner — giant crows, bunny rabbits scarecrows, not to who make

skills are

There's a fair splattering of bonus levels and secret rooms you need to take advantage of. Most contain gems or bones, both adding to your score.

Paws for thought

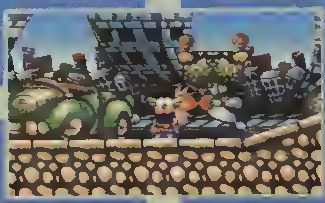
As you progress, more obstacles and enemies are revealed. WD starts off in the meadows where one of his biggest threats is small fluffy rabbits. It seems no matter what the perceived danger, all the same damage! From there are things like tyres and spikes to along with beds you on.

Dog's very well put together with decent graphics and equally impressive

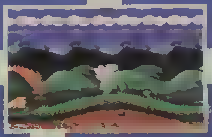
great Wonder out his no

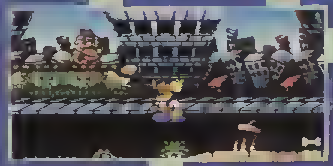
> "A fair splattering of bonus levels"

Mark!

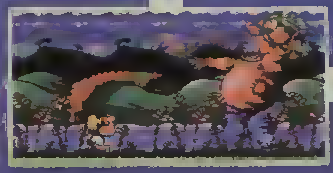


Wonder Dog is full of facial expressions and idiosyncrasies — a bit like our tips boy really, only WD doesn't smile so much.





Up, up and away! Wonder Dog takes to the skies as he negotiates the 'barriers' of the Scrapyard level, piling



Ian!

Cambridge based my favourite things you ask me. Therefore, Impressed with the idea of Dog, which has been ported across Sega Mega Drive.

To be fair, this isn't that bad, quite platform game. Wonder Dog the part at first, although, once he does so with a determined

amiga FORCE Rating!

- DEVELOPER: VICTOR MUSIC INS.
- DISKS: 2
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: NO

A fair platform game but somewhat short of being a real classic

75

Rich pickings!

SIM LIFE

Mindscape £34.99

From the tamer side of God games such as *Populous* to the complexities of *Sim Ant*, life-simulations have carved a large niche in the Amiga market. *Sim Life*, by name alone, infers it's taking the whole genre one step further — no longer are you controlling just a civilisation or a world. *Sim Life* allows you to mould, build and [illegible] to your heart's content!

[illegible] flicking through the [illegible] manuals is a [illegible] there's no jumping [illegible] at the deep end here [illegible], there's an extensive in-[illegible] tutorial taking you through [illegible] basics, icons, menus and all.

There's no one idea in *Sim Life* — this is a true simulation, and, while there are scenarios seeing you combating the problems of famines, gluttonous meat eaters and even the death of the dinosaur, the emphasis is on experimentation. Change the laws of physics, mutate genes (hopefully, you won't end up with something resembling Ian Osborne), create and crush mountains, introduce new animal and plant species and cause the odd disaster, all in a single day. Yours is an ecosystem to control, and you had better be damn responsible otherwise a Pandora's Box of troubles and strife will be thrown open!

Get a Life!

Sim Life's complex to the Nth degree, and genuinely takes days of hard work just to scratch the surface. Imagine starting with a clean slate, nothing but a globe. From there, you decide the strength of mountains, rivers, blockades, average temperatures, food sources, toxins and weather variation, all of which alter and transform your globe into a habitable (or not, as the case may be) world.

You don't just populate this world, you literally decide on the structure of the creatures and plants you want to make up the population. It's here evolution kicks in and your task as a god-like biologist steps up a gear. Who's eating who? Does the number of carnivores outweigh your plant-eaters, therefore creating havoc? Can anything even survive on your world? Before you know it (the game doesn't take too long to make things happen), amphibians sprout wings, mites outnumber females, genes play up and your good intentions fly out the window.

Undoubtedly, a vast amount of time and effort has been put into creating *Sim Life*, and, to an extent, it works. It's user-friendly, with useful help keys dotted about all over the place, and the results of your labour are there for all to see — there's even a history chart, amongst others, detailing recent events along with those in the distant past.

Let's not fool ourselves, though — even if you found the more 'arcadey' sim games such as *Sim City* and *Populous* to your liking, you'll probably still find this somewhat heavy going. Lastability is ensured if only because of the endless hours of learning required, yet the feel's very different, with leanings towards the serious side of games. One [illegible] flaw lies in the presentation. The [illegible] is all-important, especially when trying to get to grips with the [illegible] sides of the population [illegible] the display's minuscule [illegible] you to get closer to the screen then is probably healthy! On top of that, details of the various animals and plants at the foot of the screen are decidedly tiny, basically meaning the game becomes more of a chore than is necessary. Those with the latest 30" screens will be fine; for us low-tech players with 14" monitors, the presentation problem's evident and quite unavoidable.

> **Not for the casual user**

A small quibble, perhaps, in the overall scheme of things. *Sim Life's* certainly not everybody's cup of tea — in fear of repeating ourselves, this is as far removed from *Sim City* as *Sensible Soccer* is from *Premier Manager*. The same genre, yet a more lengthy, involved and complex approach. If you revel in these games then *Sim Life's* undoubtedly a winner, but this is certainly not for the casual user.

Life time!

A bit obvious really, but the tutorial's invaluable, and people to be played through. If you're pretty familiar with such games it's very easy to flick [illegible] piece of knobs, even miss [illegible]

Ian!

It was with some trepidation I loaded *Sim Life*.

Unfortunately, my visions of endless reams of text, charts and menus were all too [illegible] There isn't really a [illegible] *Life* — here you [illegible] make-up [illegible] world. [illegible]

Mark!

amiga FORCE Rating!

- DEVELOPERS: MAXIS
- DISKS: 4
- PLAYERS: 1
- GENRE: SIM
- A1200: AGA REQUIRED
- HD INSTALL: YES

Not clear-cut the best-in and end-all, but an intricate sim all the same.

81

CYBERPUNKS

Core Design, £25.99

Okay guys, here's your brief. With the 501st Cyber Assault Squad, members being Rea, Bee and Gee (oh dear — Ed), you have to battle through five different missions, restoring order to the galaxy and becoming interplanetary heroes to boot. Not a job for the feint-hearted!

Cyberpunks is a multi-directional find-and-destroy game, in which you lead your assault squad through various levels kitted out with all kinds of hi-tech gadgetry, not to mention aliens and the like.

Your team leader's Rea, who, with his dual-blend mohican and heavy artillery, has one attitude on him! The others, Bee and Gee (I feel a pun coming on...), follow in his footsteps, firing on command. All in a cutesie kind of way, of course.

Each of the stages has to be completed within a certain time limit, with your goals ranging from destroying a mutant life-form on an asteroid to rescuing a top scientist. Along the way, you need to collect disks used in the computer to access information about the level ahead on via blueprints, as well as opening all the doors and using the holograph-projector.

> **Not a job for the feint-hearted**

Two wins again

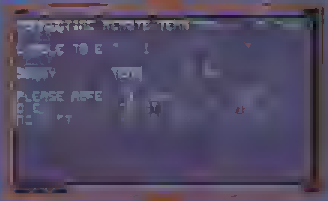
Whoops — there I go giving away my secret *Bee Gee* termination there. Anyway, the three Cyberpunks are versatile lads — not only are they adept at using the computers, they can also collect various weaponry on their travels, progressing from the basic machine-guns through to butt-kicking dipole-lasers. Not bad for a bunch of guys looking like rejects from the Chipmunk cartoons.

Finishing a level's a matter of collecting the right items, utilising paraphernalia (from disks to medical kits), beating up the right aliens (in most cases, that means all of them) and making your way to the exit lift. Not exactly gripping stuff, but fairly frenetic all the same.

The end of a stage sees a more dramatic challenge as you attempt to complete the mission and fly off in glory, only to be faced by a bigger and badder threat next time.

Having three characters in the central role's a good idea, with each one able to carry and use the various gadgets you come across. Another novel idea allows you to have Bee and Gee firing in the same direction as Rea or in the direction they're facing, effectively allowing you to cover your back at all times.

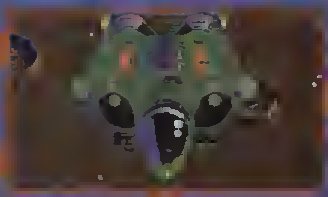
Cyberpunk's an interesting little game, with enough going on to keep you coming back for more. Too [illegible] my liking, though.



Ian!

■ It's only the fact that Sensible's *Cannon Fodder* isn't out yet that's stopping me calling this a clone — I hope it was in development before [illegible] previews and demos rolled in!

I can't say I was terribly impressed by this [illegible] and [illegible] and [illegible]



Mark!

Tip time!

■ On starting, switch your gunmen to free, allowing you to fire in more than one direction at once. When fighting the larger aliens, it's a good idea to have them all firing in the same direction, though. ■

amiga Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 1
■ PLAYERS: 1
■ GENRE: ACTION
■ 1200 COMPAT: YES
■ HD INSTALL: NO

■ A few nice ideas, but tends to get repetitive.

71

Reviews!

Rich pickings!

LIVERPOOL

Grandslam £TBA

Liverpool — supposedly the finest club in British footballing history. I'd go for the Arsenal myself — who could ever forget Michael Thomas' goal in the dying seconds of the 88/89 season's final match?

By and large, footy games centred around clubs haven't proved too successful a formula in the past. The *Man United* games aren't that hot, while the *Arsenal* game's been years in the making and it's still not here!

The basis of *Liverpool* sees you guiding the club back to the top, with both a full season and the FA Cup included. Team selection's your responsibility, with a full squad to choose from. Each player has abilities marked in percentage ratings, from strength to skill, with 20 players available in total.

The play's viewed from behind, stick-men representing the players. Okey, maybe that's a bit harsh, but they certainly don't look like professional footballers! The goalkeeper stands literally between the sticks — there's no net, just goal posts and a crossbar. The keepers are also somewhat erratic, just like Brucie really, letting in the softest of shots but saving the corkers.

Controlling the players is pretty simple, although a few basic flaws let the game down. Passing's a complex affair — you always seem to boot the ball downfield, followed by a mad rush to reach it. Hardly the Liverpool of old (poss bly the Nineties version, though).

> A few basic flaws let the game down.

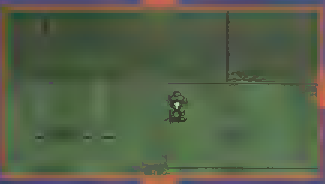
With Hope In...

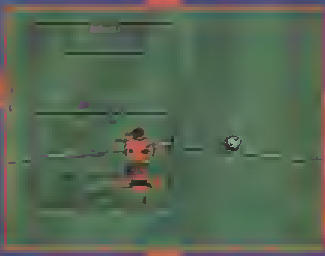
Yellow or red cards follow every single foul, while, when you score a goal, the screen flicks back to the centre-circle before you get the chance to see the ball cross the line. You aren't even told who scored the goal.

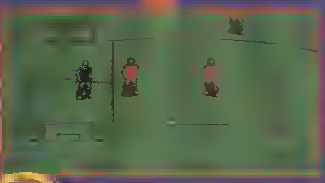
Probably the worst part of the game's the artificial intelligence, or lack of it. The players simply move into pre-arranged positions and stand still until the ball's within a few inches. Not exactly the sort of quality that we're used to in the recent football simulations, nor is it very representative of the real thing.

Liverpool's a nice concept but very poorly executed. Despite the impressive range of options, it really doesn't compete with the likes of *Goal!* or *Sensible*. Even Liverpool fans will be disappointed.

Mark!







All of the features are included, from throw-ins to free kicks and penalties. Pity about the game, though!

amiga FORCE Rating!

- DEVELOPER: ARCHIN/GRANDSLAM
- DISKS: 2
- PLAYERS: 2
- GENRE: FOOTY-SIM
- 1200 COMPAT: YES
- HD INSTALL: NO

Despite the endorsement, this is hardly Premier League stuff.

59

Tip time! Try running up the wings — the computer-players have a hard time tackling you, as you can take the ball the whole distance!

Eagle Software

10% DISCOUNT ON ORDERS OVER £75.0 (EXCLUDES PORTABLE AND HARDWARE)

118a Palmers Road
New Southgate
LONDON N11 1SL

CREDIT CARD HOTLINE
081 889 9172
ENQUIRY/ORDER LINE
081 361 5730
24 HOUR FAX LINE
081 361 2733

SITMAP BROTHERS VOL 1 only £16.99 Xenon, Cobra and Speedball 2	**DREAM TEAM** only £14.99 Teenbeat 6, Simpsons, W.W.F.	**RAVING MAD** only £12.99 Magic Johnson, Football, Rollerand
SPACE LEGENDS only £16.99 Amiga only Megaforce / Elite, Wing Commander	**SOCCER MANIA** only £11.99 Football Manager II, Gazza's Soccer, Football Manager, W C Edition, Microprose Soccer	**COMBAT CLASSICS II** only £20.99 F16 Stealth Fighter, Silent Service II and Pacific Islands
BIG BOX only £13.99 Captain Blood, Tin Tin on the Moon, Silent Service, Teenage Queen, Golden Path, Purple Saturn Day, Rhythm Ego, Jumping Jackson, Bards Headgear	**TEST DRIVE II COLLECTION** only £13.99 Manic Cars, California Challenge, European Challenge, Super Cars	**BIG BOX II** only £19.99 Back to the Future II, R Type, Witness, Shadowfax, Bat of the Earth, TV Sports Football, Shanghai, Arkanoid, Strike Force Harrier
GRAND GENIUS only £17.99 Robocop Montagne, Tetris 3 Bubble, Classic Murder Detective and Fish	**4 WHEEL DRIVE** only £16.99 Lotus Esprit, Celica GT4 Rally, Team Suzuki, and Turbo Power	**POWER PACK** only £14.99 Xenon 2, TV Sports Football, Bloodwych and Lombard Rally
HOLLYWOOD COLLECTION only £12.99 Robocop, Ghostbusters 2, Indiana Jones, Batman the Movie	**RAINBOW COLLECTION** only £12.99 New Zealand Story, Bubble Bobble, Rainbow Islands	**COMBAT CLASSICS** only £20.99 F16 Strike Eagle P, 688 Attack Sub and Team Yankee
TRIPLE PACK 1 (SPORTS) only £12.99 Winter/Summer Games, Fiendish Freddy, Bounder	**NINJA COLLECTION** only £15.99 D Ninjas, Shadow Warrior, D Ninja	**TRIPLE PACK II (ACTION)** only £12.99 Streetfighter, Pitfall Sanctuary, Last Crusade Action
THE GREATEST only £14.99 Jimmy White's Whirlwind Snooker, Lure of the Temptress, and Dune	**AWARD WINNERS ONLY** £15.99 Kick Off II, Pipemania, Space Ace and Populous	**2 HOT 2 HANDLE** only £12.99 Golden Axe, Total Recall, Shadow Warrior, Super Off Road Racing
STRATEGY MASTER only £21.99 Bloodwych, Populous, Heroes, Chronoquest 2 Ultima and Spirits of Excellion	**SUPER FIGHTER** only £15.99 Pitfighter W.W.F. Final Fight	**NINJA MIX** only £12.99 Last Ninja, Ninja Warriors and Ninja
DIZZYS EXCELLENT ADVENTURES only £15.99 Dizzy Panic, Bubble Dizzy, Spellbound Dizzy, Fantasy World Dizzy, Spellbound Dizzy and Kwik Snax	**NAPOLEONICS** only £12.99 Waterloo, Borodino, Austerlitz	**SPORTS COLLECTION** only £12.99 Run the Gauntlet, Pro Tennis Tour and World Cup Soccer (Italia '90)
SPORTS MASTERS only £13.99 F16 Tom Cat, Indy 500, Advantage Tennis, and European Championship 1992	**ANIMATION CLASSICS** only £17.99 Space Ace Dragon's Lair II Wrath of the Demon	**ACTION 5** only £19.99 Rick Dangerous II, Ghostbusters II, Gemini, Super Wim and Hard Drivin'

TOP TITLES	AMIGA
1869	£19.99
A500 - Meg Upgrade	£49.99
A500 1Meg Upgrade + clock	£49.99
B3 Meg Upgrade + clock	£39.99
Astro Active	£23.99
A500 Airbus USA	£21.99
A-Train	£23.99
A-Train Con Set	£13.99
Adidas Fanny	£7.99
Alpharoid 1 2 (Ryder 1200)	£19.99
Air Combat Patrol	£19.99
Air Force Commander	£19.99
Allied Chicken	£19.99
Allen Strike 2	£17.99
Allen Strike Special Edition	£9.99
Aliens III *	£19.99
American Gladiators	£19.99
Amos (Easy)	£23.99
Amos 3D	£23.99
Amos Compiler	£19.99
Amos Professional	£54.99
Amos Professional Compiler	£23.99
Amos The Creative	£20.99
Apocalypse	£19.99
Arabian Nights 500/1200	£19.99
Armourgeddon	£19.99
Armourgeddon II *	£19.99
Assault	£19.99
A.T.A.C. *	£20.99
B17 Flying Fortress	£20.99
Back to the Future Trilogy	£24.99
BAT/BARBAR II (Psygn)	£19.99
Bart vs the World *	£19.99
Batman Returns *	£19.99
Battle Chess II	£19.99
Battle Isle '93	£20.99
Beast Isle II	£23.99
Battle Tech	£19.99
Beavers	£19.99
Beneath the Strike Sky	£19.99
Bible II Prey	£9.99
Black Crypt	£19.99
Blade of Destiny	£20.99
Blades	£19.99
Bob	£19.99
Bart Item	£11.99
Body Blows	£19.99
Boot	£19.99
Brutal Sports Football	£19.99
Battle N Strike	£19.99
Back Pagers	£19.99
Back Pagers II *	£20.99
Bully's Sporting Darts	£7.99
Burning Rubber	£19.99
Burn Up	£19.99
Cadaver the pay off	£19.99
Caesar	£19.99
Caesar deluxe	£19.99
Cam Jam	£22.99
Can jaign Miami Dolls	£19.99
Can jaign II	£23.99
Captive	£21.99
Captive II	£17.99
Car and Driver *	£23.99
Carl Lewis Challenge	£12.99
Castles	£19.99
Castles Data Disc	£11.99
Castles II *	£23.99
Castle of Dr Brain	£15.99
Chaos Engine	£19.99
Championship Manager 90	£19.99
Chess NG II	£9.99
Chuck Rock II	£9.99
Civilisation	£23.99
Civilisation AI200	£27.99
C.V.N. Air Combat	£20.99

TOP TITLES	AMIGA
Cohort II	£19.99
Combat Air Patrol	£19.99
Cover Girl Poker	£12.99
Crazy Cars III	£19.99
Crystal Kingdom Dizzy	£19.99
Cybernoid *	£23.99
Dakar Attack	£12.99
Darkmere	£19.99
Dark Seed	£21.99
D-Day	£19.99
Deluxe Music Data Disc	£14.99
Deluxe Paint *	£19.99
Dennis 500/1200	£17.99
Desert Strike	£19.99
Desert Strike II "Jungle Strike"	£20.99
Dennis	£19.99
Dragons (CD)	£23.99
Disney Animation Studio	£74.99
Disposable Hero	£19.99
Dogfight	£19.99
Dracula	£19.99
Dreadnought	£20.99
Drakkhen	£19.99
Dream Web *	£27.99
Dune	£19.99
Dune II	£19.99
Dungeon / Chaos	£19.99
Elvira II Cerberus	£23.99
Epic	£19.99
European Champions	£19.99
Eye of the Beholder	£19.99
Eye of the Beholder II	£23.99
F15 Strike Eagle II	£32.99
F117A Stealth Fighter	£20.99
F16 Stealth Fighter	£12.99
F29 Retaliator	£7.99
Falcon	£9.99
Falcon Mission Disk I	£9.99
Falcon Mission Disk II	£9.99
Fate of Atlantis (Adv)	£20.99
Fate of Atlantis (Arc)	£19.99
Fatman 500/1200	£19.99
Final Fight	£7.99
Fire and Ice	£19.99
Firetrap HD Scenery	£13.99
Flashback	£20.99
Football Manager II *	£15.99
Free DC	£19.99
Frontier (ELITE 2)	£19.99
Global Effect	£19.99
Gnome Ranger	£19.99
GeoWhick Off 18	£19.99
Goblins 3	£19.99
G. Gooch Cricket	£19.99
Gobbin Taylor	£9.99
Grand Prix (Formula)	£23.99
Gunship 2000	£28.99
Harlequin	£14.99
Harpoon (1 Meg)	£21.99
Harrier Assault AV8B	£23.99
Hero's Quest 4	£19.99
Hill Street Blues	£7.99
Hired Guns	£23.99
Hitchhiker I II III	£21.99
Hook	£8.99
International Open Golf	£19.99
International Sports Chall	£15.99
Ishar 500/1200	£19.99
Jaguar XJ220	£19.99
James Pond III (Op Starfish)	£19.99
J Walker Whirlwind	£19.99
J Bishop (1 Meg)	£15.99
J Madden's Football	£19.99
Jumping Jack	£19.99
K240	£19.99
KGB	£19.99

TOP TITLES	AMIGA
Kick Off II (1 Meg)	£15.99
Kick Off II (.5 Meg)	£14.99
Killing Game Show	£11.99
Kingdom of Germany *	£19.99
Kingdom	£19.99
Kings Quest VI * (A1200)	£37.99
Knight Mare	£11.99
Knights of the Sky	£19.99
Lemmings DMA Challenge	£15.99
Lemmings Mean Mem *	£19.99
Leander	£19.99
Lemon Oil	£19.99
Legacy *	£23.99
Legacy of Sorasil	£19.99
Legend	£11.99
Legend II (Worlds of Legend)	£19.99
Legend of Kyrandia	£19.99
Lemmings	£15.99
Lemmings and Clone Data	£12.99
Lemmings II	£19.99
Lemmings Clone Data	£12.99
Lemmings Stand Alone	£19.99
Little Devil	£12.99
Lotus	£12.99
Liquid Kids *	£16.99
Loopz	£16.99
Lost Vikings	£19.99
Lost Treasures of Infocom	£23.99
Lotus Turbo Challenge II	£19.99
M1 Tank Platoon	£19.99
MacDonald Land	£9.99
Manchester (1 Meg)	£20.99
Magic Boy *	£19.99
Mark Ult Premier	£19.99
Martin Mystery	£19.99
Mean Avenues *	£19.99
Mega Manchester	£19.99
Microprose Golf	£19.99
Midwinter II	£19.99
Might N Magic I	£23.99
Mega Lo Mania	£19.99
Monkey Island	£15.99
Monkey Island II	£26.99
Mortal Kombat	£19.99
Mosaic (Sortitoshake)	£9.99
Mega	£19.99
Mr Nutz	£19.99
Myth	£9.99
Nick Faldo Golf	£23.99
Nitro II	£19.99
N. Mansell World Champ	£20.99
Network O Rally	£19.99
Nordic Jay Adventure	£19.99
Nerly Ones (CD32)	£19.99
One Step Beyond	£12.99
Outriders *	£19.99
Overnitive	£17.99
Overkill	£14.99
Pacific Islands T Yankee	£20.99
Pacific Islands *	£21.99
Parasol Stars	£15.99
Pinball Dreams	£19.99
PGA Golf Tour *	£20.99
PGA Course Disk	£9.99
Pinball Illusions	£19.99
Pinball Fantasies (CD32)	£19.99
Populous The Challenge	£19.99
Populous II (1 Meg)	£23.99
Power and Glory	£19.99
Power Up Compilation	£12.99
Premier Manager	£19.99
Premier Manager II	£19.99
Push Over	£9.99
Putty	£12.99
Railroad Tycoon	£23.99

TOP TITLES	AMIGA
Reach for the Skies	£19.99
Red Baron	£19.99
Road Rash	£19.99
Robin Hood (Millenium)	£9.99
Robocop	£15.99
Robocod AI 200	£16.99
Robocop III	£9.99
Rodland Sprite	£19.99
Rolling *	£17.99
Rydel Cup	£19.99
Sabre Team	£19.99
Sabre Team 1200	£19.99
Scrabble (US Gold)	£19.99
Second Samurai	£17.99
Secret Silver Blades	£19.99
Sensible Soccer 92-93	£19.99
Settlers	£21.99
SHADOW BEAST II	£11.99
Shadow of the Beast II	£11.99
Shadow Worlds	£19.99
Silent Service II	£26.99
Sim Ant	£20.99
Sim Earth	£19.99
Sim Life AI200/500	£19.99
Sim on the Sorcerer	£26.99
Sort jawbar 500/1200	£14.99
Snow Brea	£19.99
Soccer Kid 500/1200	£19.99
Soup Trek *	£19.99
Space 1889	£19.99
Space Gun	£19.99
Space Hulk	£23.99
Space Crusade + Upgrade	£19.99
Space Quest IV	£23.99
Speed Forces	£20.99
Starflight II	£19.99
Star Trek 25th Anniversary *	£23.99

TOP TITLES	AMIGA
Steel Empire	£23.99
Strike Aircraft	£20.99
Strike Force Harrier	£17.99
Strider	£16.99
Sub	£19.99
Super Cauldron	£19.99
Superfrog	£19.99
Super Mario Brothers	£19.99
Super Space Invaders	£7.99
Super SWIV *	£19.99
Syndicate	£20.99
Syndicate Data Disk *	£14.99
Test Drive III *	£13.99
TFX *A1200	£20.99
Theatre of Death	£19.99
The Games '92 Expand	£20.99
The Fixed Hour	£19.99
Thunderhawk AH 70M	£21.99
Tip Off	£19.99
Tint	£7.99
Tons World *	£19.99
Tornado *	£23.99
Total Carnage	£19.99
Troddlers	£19.99
Trolls 500/1200	£19.99
TV Sports Baseball	£11.99
TV Sports Boxing	£11.99
Turrican 3	£19.99

TOP TITLES	AMIGA
Turbo II	£11.99
Twilight 2000	£23.99
Ultima V	£12.99
Ultima VI	£19.99
Ultimate Masters	£16.99
Uridium II	£17.99
Utopia	£14.99
Utopia New World	£11.99
Utopia II *	£17.99
Video Kid	£19.99
Viking Fields of Conquest	£19.99
Voyage Beyond Cent Disc	£9.99
Walker	£19.99
Wait for the Call	£19.99
Wanderer	£21.99
Wheels Voyage	£19.99
Wild Cards (1 Meg)	£12.99
WING COMMANDER	£11.99
Wiz Kid	£19.99
Wonderly World	£19.99
W Kid	£7.99
W.W.F.	£9.99
Yet Jet	£19.99
Zool 500/1200	£19.99
Zool II	£19.99

3.5 DD discs
with Labels (spend in 10's)

10 x 3.5	DS	DD	£5.99
20 x 3.5	DS	DD	£11.99
50 x 3.5	DS	DD	£15.99
80 x 3.5	DS	DD	£21.99
100 x 3.5	DS	DD	£28.00

Pseudo add 50p per 10 disks when ordering to cover P & P

EDUCATIONAL	
All English All Ages each	£18.99
All French All Ages each	£18.99
All Maths All Ages each	£18.99
Fun School 2 All Ages each	£9.99
Fun School 3 All Ages each	£13.99
Fun School 4 All Ages each	£18.99
Noddy's Playtime	£18.99

AMIGA BUDGET TITLES UNDER £10

688 Attack Sub	£9.99	Head over Heels	£9.99
Afterburner	£9.99	Hudson Hawk	£9.99
Altered Beast	£9.99	Indiana Jones	£9.99
Arkanoid II	£9.99	Indy Last Crusade Graphic	£9.99
ATOMINO	£9.99	James Pond	£7.99
Barbarian	£9.99	Jet Bike Simon	£7.99
Barbarian II	£9.99	J Nicklaus Signature	£9.99
Batman The Movie	£9.99	Last Ninja II	£9.99
Battlehawks 1942	£9.99	Last Ninja III	£7.99
Blood Money	£9.99	Lombard RAC Rally	£9.99
Blues Brothers	£9.99	Lotus Esprit	£9.99
Cabal	£9.99	Lotus Turbo II	£9.99
California Games	£9.99	Marble Madness	£9.99
Carrier Command	£9.99	Manic Miner	£7.99
Celica GT4 Rally	£9.99	Mark Ultimate Europe	£7.99
Centerfold Squares	£9.99	M Jackson Moonwalker	£9.99
Chase HQ	£9.99	Midwinter	£9.99
Cloud Kingdoms	£9.99	Mig 29 Fulcrum	£9.99
Colonels Chess	£9.99	Moonshine Racers	£9.99
Combo Racer	£9.99	Murder	£7.99
Conflict in Europe	£7.99	Nitro	£9.99
Corporation Strip Poker and ADAM	£9.99	New Zealand Story	£9.99
Double Dragon Tec II	£9.99	Ninja Remix	£7.99
Dragon Ninja	£9.99	North & South	£9.99
Dark	£9.99	Out Run	£9.99
Fine DE no Hockey	£7.99	Operation Hostile	£7.99
Fantasy World Dizzy	£5.99	Operation Stealth	£9.99
F18 Combat Pilot	£7.99	Operation Thunderbolt	£9.99
Flight of the Intruder	£9.99	Operation Wolf	£9.99
F O F T	£9.99	Outrun Europe	£7.99
Future Wars	£9.99	Pang	£9.99
Gauntlet II	£9.99	Pacific Islands Boxing	£9.99
Gem X	£9.99	Pinball Magic	£9.99
Ghostbusters II	£9.99	Pirates	£9.99
Ghouls n'Ghosts	£9.99	Pitfighter	£9.99
Hardball	£9.99	Predator	£9.99

Power Drift	£9.99	Power X	£9.99
Pro Tennis Tour	£9.99	Puzznic	£9.99
Quartz	£9.99	Robocop	£9.99
Rainbow Islands	£9.99	Rambo III	£9.99
Rainbow Collection	£9.99	RBI Baseball	£9.99
Resolution 101	£9.99	Rick Dangerous II	£7.99
Robocop	£9.99	Rolling	£9.99
Rotator	£9.99	Rugby	£9.99
R-Type	£9.99	Run The Gauntlet	£9.99
S.W.I.V. Hands	£9.99	Shadowlands	£9.99
Shadow of the Beast	£9.99	Shadow Warrior	£9.99
Sherman M4	£9.99	Shinobi	£9.99
Shogun	£9.99	Silkworm	£9.99
Ultimate TV	£9.99	Starglider II	£9.99
Stormlord	£9.99	Super Cars II	£9.99
Sim City Terrain	£9.99	Super Hang On	£9.99
Switch Blade	£9.99	Switch Blade II	£9.99
Swiv	£9.99	Terminator	£9.99
Thunder Fox	£9.99	Turrican II	£7.99
Turrican III	£7.99	Unknown Soldier	£9.99
Vigilante	£7.99	Wild Pursuit	£9.99
WC Leaderboard	£9.99	Wild Streets	£9.99
Wizball	£9.99	Zak McKracken	£9.99

VISIT OUR SHOP
AT
128a
MYDDLETON ROAD
WOOD GREEN
LONDON
N22 4NA
081
889 9172
SHOP PRICES MAY VARY

Please make cheques and P.O.'s payable to *Eagle Software*. P&P is £1.00 per item in the UK. Europe add £3.50 per item. Elsewhere add £5.50 per item. New titles will be sent as released and are subject to manufacturers price reviews. E.&O.E. PLEASE SEND ME MY FREE COPY OF 'THE REVIEW BOOKLET' ☐ ✓ Please quote special offer when ordering for it to apply

Computer _____ AMIGA
Title _____
_____
_____

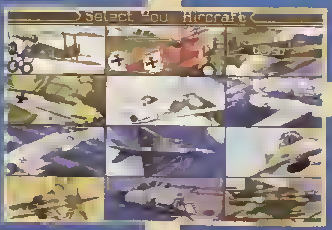
Date _____
Price _____
Price _____
Price _____
Price _____
P & P _____
Total _____

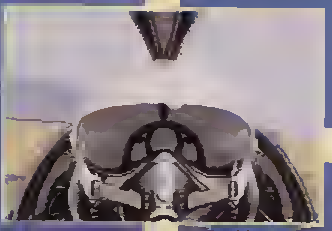
Name _____
Address _____
_____
_____
Postcode _____ Tel _____
Card No _____
Exp Date _____ Account No _____
Access ☐ Visa ☐ Cheque ☐ P.O. ☐

Enter our prize draw when ordering from the Catalogue

214
Not released at time of going to press.

Rich pickings!





Tip time! Keep looking over your shoulder. I know it's tedious because of the disk-accessing, but it's also very important.

■ **MicroProse, £34.99**

Oh dear! This month saw the release of two games I've been looking forward to for ages — and they're both crap! *Space Hulk* (reviewed over the page) was first to disappoint, and now

Let's start at the beginning. *Dogfight* is the latest aeroplane-outing from MicroProse, but it's not a flight-sim as such. Instead of taking off, flying into enemy territory, doing whatever [illegible] to your home airbase and landing, the genre's been stripped to the bare bones. The game covers only one small part of a fighter pilot's brief (if you're wondering what that is, note the subtle hint in the title)

Dogfight's divided into three sections: Duel Mode (two contemporary planes engaged in combat), Missions (small-scale time-periods used in the duels) and the chance of fighting one or more historic conflict available, e.g.

Ever wonder how a [illegible] with a Mirage from the 1970s Sabre jet? Now [illegible] wonder, the keyboard-controls (as far as possible) head-up displays

Fight Or Flight?

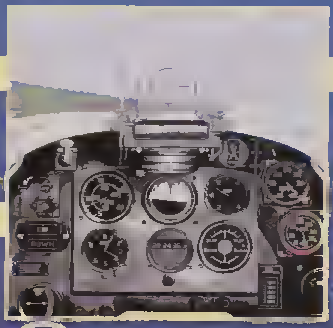
It's great to see someone [illegible]

level. It's too slow and tedious for the hardened arcade-zapper and lacks the depth demanded by dedicated flight-simmers. You start in the air with no option to take off from a runway. Although you can choose your starting positions (behind enemy, bounce from above, random, etc), with no radar on offer it's very easy to lose track of your foe. The flight model has a dull, lifeless feel to it and there's little variation in the way the planes handle — an 80mph biplane feels alarmingly similar to an ultra-modern Fighting Falcon. All depend heavily on machine guns, though [illegible] the chance to choose [illegible] the more [illegible] major malady [illegible] feeling [illegible] and [illegible] gnd [illegible] matter [illegible] fight [illegible] the

> **"Dogfight fails on almost every level."**

Ian!

DOGFIGHT



Mark! ■ Despite Ian's enthusiasm when [illegible] remained [illegible] the whole [illegible] It's [illegible] there's [illegible] than [illegible] a good flight [illegible] ■

amiga FORCE Rating!

DEVELOPERS: IN-HOUSE
DISKS: 3
PLAYERS: 1
GENRE: FLIGHT-SIM
A1200 COMPAT: YES
HD INSTALL: YES

■ **A rare dud from MicroProse – not up to their usual standard at all.**

48

SPACE HULK

Electronic Arts, £24.99

Strange plot The genestealers (a Geiger inspired alien race) are infesting Earth bound wrecks of derelict spacecraft (the eponymous space hulks) They must be stopped and the Space Marines are the only guys to do it Fair enough but why board the hulks and kick ass with hand weapons? Why not blast them with a few hi tech homing missiles from the safety of outer space? Perhaps their quasi-religious code of honour won t let them do things the easy way

Unfortunately their lack of intelligence isn t limited to the plot but more of that later You control a squad of five terminators (as they like to be called) A bog standard RPG-view gives an over-eye perspective whereby you can only move one terminator at a time or you can flick to an overhead view and move them *en masse* (but not fire)

> **A lot of frustration... for little reward**

You've a limited amount of freeze time to give movement orders which are carried out when you return to real time The genestealers move faster than you and are highly intelligent so watch out for rear and flank attacks

The basic game concept s excellent a sort of real-time *Space Crusade* with a different perspective The graphics are moody and atmospheric (though the main over view window s a little small) and the music s bloomin amazing

So where did it all go wrong? Well for starters controlling five men (or ten in two squad missions) in real-time demands an advanced state of schizophrenia Sure you can order em around in freeze time but the enemies move so bloomin fast they're often on top of you before you can say AAARGH! They rip you apart in seconds too

Yuu're Fired...

The troops can fire on their own initiative but they're not very good at it Even more alarmingly they seem incapable of turning to face an oncoming enemy By the time you've selected the terminator under attack and turned him around he's dead

You then select the guy behind him by hitting the correct function key and the main window changes to his viewpoint just in time to watch him die You can lose an entire squad while grubbing for the buttons

Even when you've got the hang of it there's little incentive to go on The hulks are dominated by narrow corridors, forcing the troops to walk in single file and limiting the strategy element horrendously There don't seem to be any enemies other than genestealers either Come on folks how about a bit of variety here? Flicking from freeze to real time makes it very stop-starty too

Space Hulk has all the trappings of a great game but seems dramatically under-playtested There are a number of ways it could be improved You could control less troops make them more resilient to enemy attack slow down the genestealers or even do away with the real time approach all together As it stands, though it s a lot of frustration and disk swapping for very little reward

Ian!

Mark!

The hype surrounding *Space Hulk* gave us high expectations but we came away the disappointed

Where did it go wrong? *Warhammer* process work on paper but in this computer game it fell on its pixelated face Real time is good but not when it s badly handled Here it just adds to the frustration because the set-up fails to impress

For example when a genestealer leaps your squadron from the side you reach for the clumsy controls instead rather that the computer turning automatically A small point yes but very indicative of the overall feel of the game

It could've been a goodie but it s it erm isn t The game s dogged by flaws that should've been ironed out playtesting and will quickly reside at the back of the cupboard I'm afraid

amiga FORCE Rating

- DEVELOPERS: GDW & EA
- DISKS: 3
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPAT: YES
- HD INSTALL: NO

A promising game let down by silly flaws. Not Electronic Arts' finest hour.

41

Tip time!

Use the flame thrower to block off corridors (but make sure you don't have to go down 'em first!)

Rich pickings!

TURRICAN 3

Renegade, £25.99

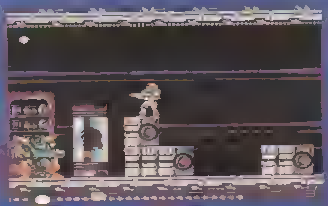
Turrican's a gaming legend. In the three years since the first *Turrican* outing hit the Amiga he's never been short of celeb engagements. Opening shops, listing winners at award ceremonies, making guest appearances on breakfast TV . you name it, he's done it.

Then the inevitable happened. The unfeasibly evil Empire returned, and once — are the powers-that-be — had to get rid of him, sending him into battle alone. Alas, he won and returned to a ticker-tape welcome and appearances on chat shows, TV quizzes and even *This is Your Life*.

All was well for a few years, but the sequel reared its ugly head once more. Again Turrican bravely battles the baddies across five non-stop action levels, now divided into three separate stages.

> **Do we really need another Turrican game?**

Maybe I'm cynical, but do we really need another *Turrican* game? For my sweetie there's very little to set this effort aside from its predecessor. For example, the cutsized weapon's still firing in umpteen different ways. A slow-inspired joystick-juggling has you leaping across platforms, blasting seven shades of alien pulp to a



of the aliens and even turning into a mine-dropping cartwheel. In a rare splash of innovation they also add a harpoon-thingie for latching onto platforms and swinging to previously impossible-to-reach places. *Batman The Movie* style.

Shooting a chest reveals power-ups including gun changing lasers, rebounders or wide-angled scatter shots. Picking up a weapon you're using increases its power in stages — grab a different gun for a swap. Other grabable goodies take in health to restore your energy bar and extra lives and shields for temporary invulnerability.

The gameplay's standard *Turrican*, platform baddie-blasting. A few extra enemies are added, making the game more varied, but apart from that it's just 'more of the same'. The power-sked shoot-'em-up lacks energy bars, either. Now it's easy in beat-'em-ups as you fall over (or at least delay a bit) when hit, but for the mashing into a baddie and not dying strips the game of its challenge.

Turrican 3's short-lived energy and its visual and sonic effects mean this isn't as big a bugbear as in the previous offerings, but it's still annoying. Some of the levels sprawl a bit, too, with more than their fair share of unseen deaths and [illegible] need-the-harpoon bits — very annoying when you're up against the clock.

On the plus side, the graphics are cool (though, again, derivative — I I see one more Alien-inspired spite I'll scream) and the action's fast and furious. It's really a missed opportunity, though. We expect more from a sequel than a straight rehash of old ones. Not bad, but of little use if you already got one of the earlier games.

Ian!

(Above) Well I'm the king of the swingers, a jungle VIP...

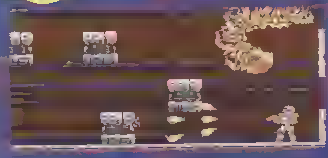
(Left) With hair like that she looks like a young Phillip Vanus.

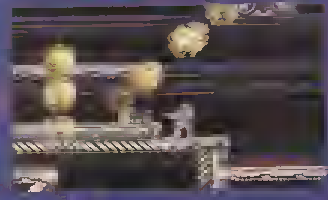
Chris!

[illegible]

Tip time!

[illegible]





amiga FORCE Rating!

■ Interesting enough in a seen-it-all-before sort of way, but no more.

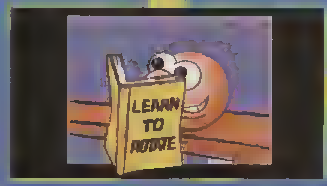
69

Tip time!

■ Try this password for Level 20: VEFEFWNG ■

Bounce against the yellow blocks to smash them out of your path. It's a bit tricky but vital if you want to accumulate the fruit

BOB'S BAD DAY



■ Psygnosis, £25.99

Seen the bonus level in *Sonic The Hedgehog* where our blue-spiked buddy curls into a ball, bouncing round a revolving maze collecting rings? Well this game s just like that The blue mammal e replaced by a decapitated head, the rings are coins and a few extra devices added — but the gameplay remains the same!

The game s set in a viewed-from-above maze looking like it s made from psychedelic lolly-sticks (for the first few levels at least) You've little control over the main sprite instead you govern his movements by rotating the maze, the effects of gravity pulling Bob downwards Twist it slowly and he gently rolls down the newly-created slope, turn it upside down and he falls through the air Hitting the fire button makes him bounce on the spot

> "You've little control over the sprite"

Needless to say, the mazes get increasingly complicated as you progress They also throw in help-or-hinder-devices including spikes costing a couple of coins (lose 'em all and it's 'game over'), extra bounce, and arrows changing the direction of gravity — instead of falling down you fall up, right or left The arrows are far too prolific on the early levels, making controlled play almost impossible. They also encourage throwing the joystick around at random Thankfully, this settles down later on, making a challenge rather than a chore Later still yet more collectables appear like aggression-enhancers allowing you to smash through certain coin-sapping spikes, a control-robbler preventing you making certain joystick movements and even a teleporter

A-maze-ing Antics...

Thankfully Psygnosis include a password system taking you straight to any of the game's 100 levels You only get one life per game but continues are infinite, unlike time — run out and the Bob-like character on the status bar turns green and vomits (and you die, of course) The levels are also well constructed offering a serious challenge and demanding lateral-thinking It's a pity this forward-thinking isn't applied to the difficulty curve — Level Ten, for example, is an evil contraption taking a fair few plays to master, yet Level 11's a doddle! The game doesn't reach this degree of difficulty again until around Level 20. Curious

Psygnosis have produced a playable game from a very simple concept, though it occasionally crosses the line line between 'challenging' and 'frustrating'. Also like many puzzlers, it's a little over-priced

Not a bad effort, though it won t appeal to everyone and won't keep you playing forever

Ian!

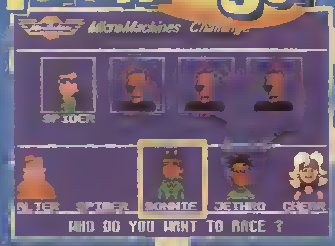
amiga FORCE Rating!

■ DEVELOPERS: THE DOME TEAM
■ DISKS: 2
■ PLAYERS: 1
■ GENRE: PUZZLE
■ 1200 COMPAT: YES
■ HD INSTALL: NO

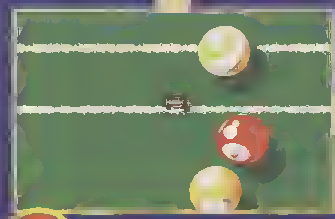
■ A fair old puzzler, but nothing to keep a very limited audience

69

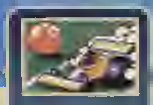
Rich pickings!



From the breakfast table to the pool table, *Micro Machines* offers you the chance to race on them all!



Choppers



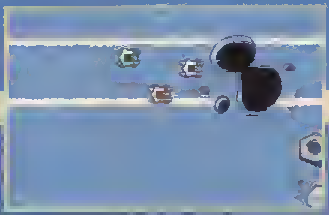
Formula One

Mega Tanks

Turbo Buggies

Warriors

Okay, who's the sad bloke who



MICRO

CodeMasters, £25.99

Funny things licences. Software companies fall over each other to grab 'em, believing they sell games, and they're right! Check out the Amiga charts in any particular month and they're full of film licences, coin-op conversions and tie-ins of one sort or another.

Some licences lend themselves easily to games, offering a great central series and lots to hang the action on, though far too many just result in programmers and designers throwing resulting in generic, samey rubbish.

Remember *G-Loc*? Ace in the arcades, but its custom hardware it was alive. What about *Terminator 2*? With the software to cling onto the storyboard, a series became And world *Nigel Mansell's World* have been Nige's on the box? be do well

the ones on which to hang the game and a great deal of artistic licence (no pun intended). The result? A sorting game oozing character and charm!

Mini Mayhem...

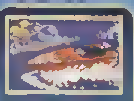
Micro Machines is a modern-day *Supercycle* variant with scrolling rather than static tracks. Unlike most overhead racers, you're not driving ordinary, everyday road or F1 cars. Instead you take control of a Micro Machine, each level offering a different microscopic theme.

The qualifying round takes place in a [illegible] with sloppy [illegible] thanking the edge. Guide your miniature speedboat [illegible] and past the rubber [illegible] in

> "It plays like a good'un"

Ruff Trux

Sand Jeeps



Power Boats

Sports Cars

Reviews!

Mark!

It's a shame the game isn't as technically impressive as the Mega Drive version, but at the end of the day it's gameplay that counts. *Micro Machines* oozes high octane, fuel-injected, four-wheeled drive playability from every plug.

Superspritnt gameplay is timeless, *Machines* adds a whole new racing tiny vehicles on be a

Only rubbish the for cheap corners.

Tip time!

MACHINES

appearing from another, or leaping across a gap in the school-desks using a ring-binder as a ramp. You can leave the track to avoid a hazard, but try to cut too much of the course and the car explodes.

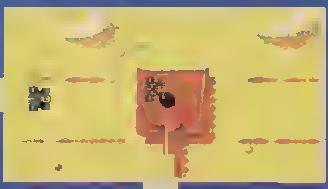
Finish in front three times in a row and you get to play the bonus levels, guiding big-wheeled ruff trux through marshy and hazardous terrain.

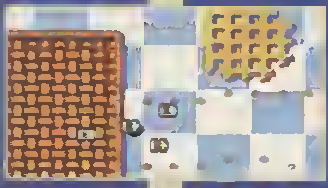
Driving Force...

The vehicles all have their own idiosyncrasies. The warriors, for example, have very little inertia — unlike the sports cars. The tracks also have a character of their own. Everyday objects take on a whole new appearance when you're racing vehicles an inch long.

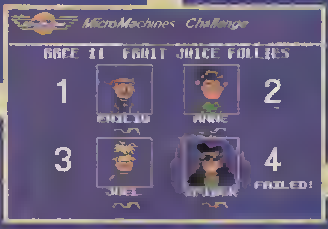
When familiar with the layout, scattered arrows also make useful indicators of what's coming. For example, when you pass the Finder on the desktop drop-off, you know there's a sharp left turn on the way — great for if well of you drive, right off the desk.

Micro [illegible] two-player option [illegible] instead of [illegible] impossible to [illegible] face your opponent [illegible] scrolling following [illegible] scrolled off the [illegible] side-by-side in the [illegible] laser and given [illegible] tell! The [illegible]



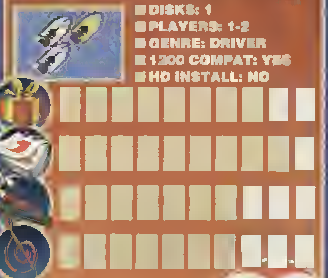


Spider finishes last again. Our tips boy just couldn't see through the shades!



amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 1
- PLAYERS: 1-2
- GENRE: DRIVER
- 1200 COMPAT: YES
- HD INSTALL: NO

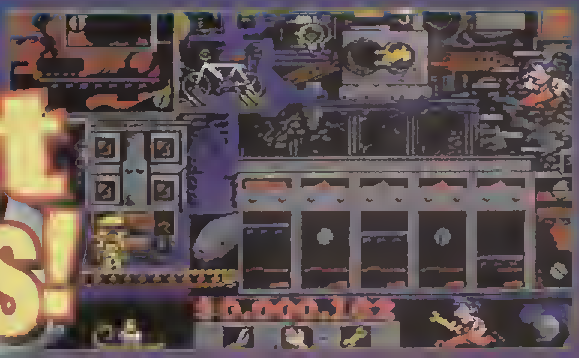


A superb supercomm variant taking a new look at the game. Great stuff!

89 61

Ian!

Budget bargains!



NIGHT SHIFT

Kixx XL, £14.99

Working in a warehouse has never appealed to the AMIGA FORCE team — we like the idea of sauntering in at noon, playing football games all day and getting home in time for tea (you'd be so lucky —Ed). Hard work never did anyone any harm, though, and Kixx's re-release of LucasArts' *Night Shift* looks to prove the old adage right!

Your duties on the night shift begin rather casually, but by the time you're due to clock off the tasks become all the more demanding! Guiding your fixit man (or woman) around the giant factory, your tasks include kicking in dodgy plugs and mending faulty valves. Once you've got the BEAST in perfect working order, manufacturing begins, with figures from *Star Wars* and *Indiana Jones* going into production.

Each night gives you a new quota to meet and extra duties to perform. Conveyor belts must be sent trundling the correct way, you need to keep the electricity generating by paddling a bike, paint needs to be mixed and even Quality Controllers appeased.

Different tools are also scattered around the plant, such as wrenches, balloons and matches (the strikeable kind) — all with particular uses.

My first few plays were well, a bit crap. Stormtroopers went through with heads where the torsos should be, which didn't impress Frank Foreman, the company's Production Manager. P45s were flying everywhere and my pay was as paltry as it is on AMIGA FORCE. A few shifts on, though, and everything clicks into place, pointing to a good difficulty curve as well as an impatient player!

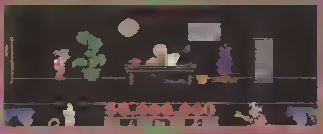
> **A decent enough budget game**

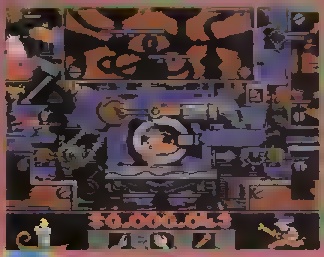
Later on more BEAST components are revealed, requiring you to perform a few more maintenance tasks before production can begin. Don't forget, time's money and your clock's forever ticking away — if you don't produce the necessary quota, you join the dole queue!

Night Shift's playable, despite its initially clumsy control system and some very poor graphics. It's certainly not your classic LucasArts game, with little in the way of depth, but it makes a decent enough budget game.

Mark!

Ian! What's this doing on Kixx XL? If you've already read my glowing endorsement of *Knights Of The Sky*, you know I think the label's a real boon to the Amiga scene, but one-disk games with only a single sheet of instructions really ought to be on their ordinary budget label. The game itself is pretty neat, taking a fresh look at the arcade puzzler. There's always plenty to do, and the learning curve gets you used to the BEAST's complexities like-sized stages. [illegible] a bad [illegible] at all, but it [illegible]





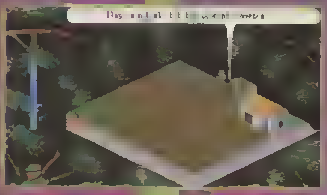
Tip time! Once manufacturing's up and running, search around the plant for stray items and tools.

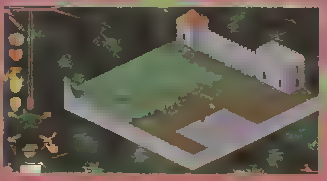
amiga FORCE Rating! 72

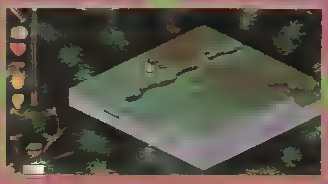
An enjoyable romp through warehouse-land, but not enough thrills to keep you coming back.

THE ADVENTURES OF ROBIN HOOD

Budget!







Kixx XL £14.99

A legend, a hero and a damn fine film star, the story of Robin Hood has stood the test of time well. *The Adventures of Robin Hood* take up the tale of the outlaw, pitting him against the evil Sheriff who's managed to nick his castle.

This is certainly not what you expect from a run of the-mill adventure. Viewed in isometric 3-D, your goal's to eventually rid Nottingham of the Sheriff and his high taxes, recruiting a band of fellow outlaws to aid you.

Robin Hood differs from other games in that your tasks and aims prior to that final, fatal battle are pretty much hidden from you. It all takes place in real time, so many events happen around you — don't be surprised to see the famed bowman nipping off for a quick pint or following a crowd of people as they flock to be addressed by the Sheriff. Initially, this is all a bit off putting, but it's all part of the game's charm.

Guiding Robin through the woods and buildings is a simple affair, utilising on-screen arrows for movement. Icons are clicked to perform other actions, such as collecting/dropping items, viewing the surrounding area, conversing with other folk and using his sword or bow.

> We were suitably impressed

Riding through the glades...

Sometimes, the intention of an action doesn't always have the desired effect. Rather than talk to people, Robin has this tendency to follow them, especially 'pretty maidens'. This can lead the lad into some trouble. Following Marion to the castle had Robin in the deepest mire, having been sentenced to hang, his sword skills seemed the only option open to us.

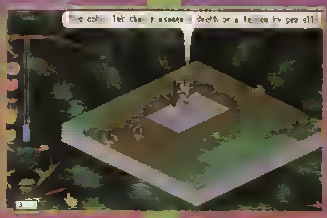
Unfortunately, the Norman guard was a tough nut to crack, leaving Robin skewered and, well, not feeling too well.

The humour's a surprising addition, but really helps the game. Robin seems to be tortured by depression, while the people of Nottingham aren't too impressed he let the Sheriff get hold of his castle in the first place.

It's the freedom allowed that makes the game so impressive, though. Being left to your own devices can be the downfall of a game. In *Robin Hood*, it gives you the opportunity to delve into an adventure that constantly spirals into deeper and darker territory. We were suitably impressed — again, Kixx XL have delivered a game offering true value for money.

Hot!

(Below) Come on Robin, you've got to get your castle back — it's no use hanging around!



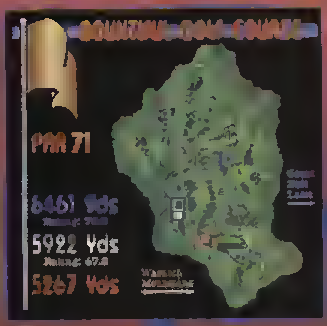
Tip time! Try to follow characters using the arrows rather than chasing after them — remember what curiosity did to the cat!

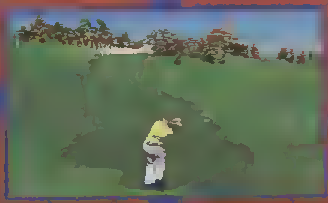
amiga FORCE Rating!

A fabulous adventure keeping you playing for a very long time. Buy it!

84 84 63

Budget! Budget bargains! LINKS





Tip time! If you must play it from floppies, get a handheld to keep you busy between shots.

Mark! Playing this from floppies is like [illegible] BBC1 for 24 hours solid. The pointless anecdotes and 'my wife's [illegible] gags are missing, but it's just as [illegible] boring.

The game itself's got a lot going for it (not [illegible]), but you end up [illegible] before you get [illegible] if it had been converted [illegible] to the Amiga's [illegible] it'd be great. As it [illegible] playable.

[illegible] it might be worth a [illegible] still recommend *MicroProse Golf*.

Kixx XL, £16.99

Links is the best golf game ever [illegible] the PC. The graphics are amazing [illegible] dotted [illegible] trees and [illegible] with landscape [illegible] you can almost smell the freshly cut [illegible] ker[illegible]

Links [illegible] the Amiga version of the PC game. The 386 [illegible] for various reasons but the digitised graphics [illegible] and animation remain. And it's crap.

The good thing about PCs is the [illegible] power [illegible] virtually no sprite support [illegible] them less than [illegible] arcade games but [illegible] number-crunching [illegible] amazing.

Games like [illegible] and flight sims [illegible] quality as regards [illegible] shapes and image [illegible] mathematical exercises [illegible] to explain why [illegible] a journalist [illegible] a computer programmer just take [illegible] That's why games ported to the Amiga from the PC (as opposed to re-programmed) run so darned slowly. The Amiga just hasn't the head for figures enjoyed by its business orientated brother.

Such is the problem with *Links*. Its idiosyncrasies and running speed clearly show it's been written for a hard drive — you *can* run it from floppies but you need two drives (a fact made far from clear on the box — it's printed in tiny letters on the system requirements panel no one ever reads anyway) and even then you can't use the overhead views or save a game without a hard drive (and that's only stated on a sticker *inside* the box!). It's also disgustingly slow, taking ages to re-draw a screen.

> **It's disgustingly slow.**

Watch The Clock...

The harm done to the game by its running speed cannot be over-emphasised. I can't even call it sluggish, as lettuce chewing molluscs run like the wind compared to *Links*. My experiences on the first hole were as follows — approach the tee and take the first shot. Far enough. I then watched the disk access lights flash on and off like the Blackpool illuminations, stared at the ceiling, returned to the screen, saw I wasn't ready yet, twiddled my thumbs, stared at the ceiling again (I hadn't changed), pointed the [illegible] on the back of my hand, then got ready to take the next shot (at last). So what next? [illegible] the shot, watched the disk [illegible] light up like a Christmas tree, made a paper aeroplane, threw it at Smirfy [illegible] him in the ear [illegible] off, went for a coffee, came back, sat in front of the computer and after [illegible] was off again. Shot three — I hit the ball, [illegible] the tea-stains on the Amiga, screwed up a piece of paper, threw it at Chris Marke (and missed), ducked as he threw it back again, contemplated life, the universe and everything (I'll have to write a book about it sometime), and reflected that the game probably isn't as successful on the Amiga as it is on the PC.

With classy products like *MicroProse Golf*, *Nick Faldo's* and *PGA Tour* on the market (all of which were written with the Amiga's capabilities in mind), there seems little point in even considering this effort. If you've a hard drive it might be worth a bash — it looks great and can't really be faulted as a sim. Without one, though, it's virtually unplayable — with only one drive, literally so.

Ian!

amiga FORCE Rating! 75

With a hard drive – 75%
From floppies – 9%
Mind-numbingly slow if you've no hard drive.

Chris! Budget!

Now that's what I call a flight-sim — the update's fast, the missions exciting and the lack of hi-tech homing missiles make dogfighting a real challenge.
The original MicroProse manual (also included) pays sterling attention to detail and fascinating historical notes, making *Knights Of The Sky* an all-round bargain. If you dread [illegible] complicated keyboard combos [illegible] — it's easy to get [illegible]

KNIGHTS OF THE SKY

amiga FORCE Rave!

Make use of the cockpit views, especially the rear — don't get an enemy on your tail.

Tip time!

Kixx XL, £16.99

Flight-sims — head-up displays multi-million dollar missiles laser lock-on retractable undercarriage chaff afterburners .. *Knights Of The Sky* has none of 'em In the days before a fully-equipped fighter cost more than a small town and when jet engines were a twinkle in Frank Whittle's eye prop-driven bi-planes ruled the skies! Aircraft first saw military action in World War One and *Knights Of The Sky* takes this conflict as its inspiration

Unsurprisingly for a former MicroProse game *KOTS* boasts incredible attention to detail I won't bore you with long lists of options cribbed from the manual while the game loads (we're not like other mags you know) but rest assured it's got enough depth to sink Jeremy Beadle (if you don't believe me give it a try and do the world a favour) Everyone's catered for from the die-hard pick-up-and-play merchants to the serious sim expert

Self-contained dogfights training courses and modem head-to-head battles are available but the heart of the game's in serving as a pilot in the Great War Starting in 1916 with a rookie flier and a choice of two kites (that's tally-ho talk for planes) you're sent on a series of missions over allied and occupied France

Escorting bombers blasting reconnaissance balloons intercepting enemy fighters patrolling sensitive areas each mission offers its own challenge and because the game generates its own you never know what's coming next

The Plane Truth...

Between flights you're treated to a series of cameo pics depicting a news place bar room rumour flight crew message etc Always relevant they never interfere with the game's flow The flight crew for example inform you of aeronautic developments allied and enemy As new planes are developed your choice of kites widens — the game features every significant fighter of WW1 and for once they actually make a difference to the flight model

If you're not too experienced at flight sims, lower difficulty levels greatly reduce the enemy pilots' ability Their planes take very little damage before crumbling while repeated hits reduce your own craft's performance but it takes a lot of lead to bring it down Needless to say this imbalance is redressed as you advance There are 13 viewpoints on offer and they're not just cosmetic either — keep looking over your shoulder for the enemy and don't spend too much time admiring the excellent views

That's all very well I hear you cry but how does it play? Have no fear Although Amigadom's littered with brilliantly presented games that play like conkers in a dilapidated bus shelter This one won't be joining the scrap heap — it's brilliant!

For a start, there's no disk swapping even with one drive The game comes on two disks but the first's no longer needed after the insert disk two message Those who hate all the keyboard clobbering demanded by many sims are in for a treat There are precious few keys to press and they soon become instinctive No need to flick through the manual to find which weapon to use either — it's a machine gun or nothing!

> **The dogfighting blows you away**

Not that any of this stops it being fun The fast update gives a real feeling of flight and the seat-of-your pants dogfighting with no electronic assistance blows you away The artificial intelligence of the computer controlled pilots is excellent too Getting any plane to stay in your gunsights long enough to blast it out of the sky's tricky enough but wait until you meet an elite pilot — they fight like demons On-screen messages tell you when you've received or scored a hit and action replays of your finest and foulest moments are available too

Kixx XL have brought us another quality game for under £20 Due to the size of manuals games like this could never be sold as ordinary budget offerings so fans of the genre need a label like Kixx XL. Keep 'em coming That's what I say!

(Above) Shoot the Fokker!

(Right) Manfred Von Richthoffen, the Red Baron — WWI's highest-scoring ace.

amiga FORCE Rating!

A brilliant flight-sim no enthusiast should be without. Miss this at your peril!

93

Ian!

Public Domain!

Going Public!

What's this? Only one page? I'm writing to my MP! Normal services will be resumed next month, though, so don't despair – IAN 'DISGRUNTLED' OSBORNE...

ASSASSINS 104

Roberta Smith DTP (Compilation)

[illegible] quiet tones [illegible] Ferg [illegible] Again [illegible] produce [illegible] Assassins [illegible]

CROSS CIRCUIT

This disk's a straight forward [illegible] the [illegible] guide [illegible] (just the [illegible]) around, [illegible] a very [illegible] landscape, [illegible] the [illegible] your [illegible] coding [illegible]

It's [illegible] well [illegible] The [illegible] and the [illegible] behind the [illegible] are pretty [illegible]

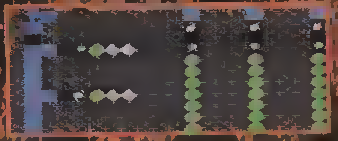
FWUFF

I've reviewed [illegible] don't dwell [illegible] — it's [illegible] AMOS [illegible] slope up [illegible] game for [illegible]

CIRCUIT WAR

[illegible] found this game [illegible] to lack [illegible] instructions [illegible] Sorry.

Conclusion: One [illegible] game [illegible] and the [illegible] I couldn't make [illegible] for [illegible] don't see [illegible] mind [illegible] the [illegible] after [illegible] the most [illegible]



HAUNTED MINE #1

Roberta Smith DTP (PD)

Here at AMIGA FORCE [illegible] write out [illegible] on the Macs [illegible] excellent little machine [illegible] lots of [illegible] such [illegible] and paste [illegible] find [illegible] I'm tempted to [illegible] these [illegible] Yams [illegible] it here [illegible] wrapped [illegible] — it's [illegible] the [illegible]!

OH NO! MORE YAMS

Roberta Smith DTP (PD)

[illegible] guide disk revisited. It's extremely well presented [illegible] be [illegible] and [illegible] you [illegible] game [illegible] a [illegible] swinger [illegible] Cave [illegible]

RAW

CLR (Licenceware)

[illegible] is one [illegible] Central Licence [illegible] available [illegible]

As a Red Arm [illegible] to rid the world [illegible] single screen [illegible] fishing gear. [illegible] of devices — [illegible] *Bill's Tomato Game*.

Starting [illegible] amount of dosh [illegible] costs money. [illegible] the worm [illegible] platform [illegible] The more [illegible] you collect on your way to the exit the [illegible]

In true Psy[illegible] style you've no direct control over the [illegible] sprite. Instead you manipulate his environment (hopefully) to his advantage progressing to the next level by grabbing at least three items.

It's not difficult to imagine this as a full-price With better presentation and fine tuned graphics the concept could be developed for it to sit very comfortably with other *Lemmings*-inspired puzzlers. As a licenceware release it's a barg

PUBLIC ADDRESSES

ROBERTA SMITH DTP
199 Falloden Way, Hampstead Garden Suburb, London NW11 6JR
(90p per disk, +50p P&P)

ASSASSINS 134

Roberta Smith DTP (Compilation)

[illegible] heaven knows what this little tune [illegible] is buying the record!

BACKGAMMON 1.4

An interesting backgammon game you can play against a variety of computer settings or another human. If you're into backgammon give it a whirl — it's great.

ACK ACK

A neat little AMOS offering you control a Space

[illegible] hello [illegible] the subject matter is little limited. For [illegible] though.

GEMMON 1.0

What is it about puzzlers that make [illegible] programmers want to emulate them [illegible] a blatant *Pipe Mania* clone and a pretty [illegible] one at that! The only real difference is you can't place pieces on top of each other destroying a misplaced tile.

I won't go into the morality of pinching other people's ideas but I'm surprised software companies have put up with it for so long. If you've any thoughts on the subject write in to FORCE NINE MAIL — we'd be interested to know how readers feel about this.

TETRIS

It's *Tetris*.

A very good disk with no real turkeys. *Gemmon's* a tasley moisel. The blatant clones are well executed and the only original (*Ack Ack*) offers fun for a while. Worth a shot.

FREE JURASSIC PARK™ TATTOO WITH FIRST 1,001 ORDERS

JURASSIC PARK™

AWESOME TO KILL
The Dino with an attitude problem.

XL	£10.99	ref 919
L	£10.99	ref 918
M	£10.99	ref 917
S	£10.99	ref 916
12	£ 7.99	ref 915
10	£ 7.99	ref 914
8	£ 7.99	ref 913

RAP ATTACK
It's the original Rap attack.

XL	£10.99	ref 939
L	£10.99	ref 938
M	£10.99	ref 937
S	£10.99	ref 936
12	£ 7.99	ref 935
10	£ 7.99	ref 934
8	£ 7.99	ref 933

SPITTER.
One in the eye.

XL	£14.99	ref 929
L	£14.99	ref 928
M	£14.99	ref 927
S	£14.99	ref 926
12	£11.99	ref 925
10	£11.99	ref 924
8	£11.99	ref 923

THE OFFICIAL FILM CAP
One size fits all (with adjustable strap)
ONE SIZE £5.99 ref 950

THE OFFICIAL FILM T-SHIRT
It's the Jurassic Tastic T-shirt, a must in both adults and childrens' sizes.

XL	£9.99	ref 909
L	£9.99	ref 908
M	£9.99	ref 907
S	£9.99	ref 906
12	£7.99	ref 905
10	£7.99	ref 904
8	£7.99	ref 903

RED SKY
Red sky at night Jurassic delight.

XL	£10.99	ref 949
L	£10.99	ref 948
M	£10.99	ref 947
S	£10.99	ref 946
12	£11.99	ref 945
10	£11.99	ref 944
8	£11.99	ref 943

FREE TEMPORARY TATTOO
A free Juras[illegible] temporary tattoo [illegible] given to the first 1,001 [illegible]

POSTAGE AND PACKING
[illegible] to 4 Items [illegible] £5.00 Overseas

THE OFFICIAL JURASSIC PARK T-SHIRT RANGE

CREDIT CARD HOTLINE - OPEN 24 HOURS - SPEAK DIRECTLY TO THE JURASSIC PARK CONTROL ROOM TO ORDER YOUR T-SHIRTS NOW!
PHONE 02 72 76 78 01

SIZE GUIDE
The above offers come in kids and adults sizes so please complete your size reference code carefully.

All our shirts are 100% cotton, machine washable and look best when dried flat.

We offer a no quibble money back guarantee - if you return the goods unworn to us within seven days.

Orders are normally despatched within 7/10 days, but allow upto 28 days for delivery.

WE NOW CARRY A SIZE
[illegible]

ADULT XL	= 22ins approx
ADULT L	22ins approx
ADULT M	21ins approx
ADULT S	19ins approx
KIDS 12	18ins approx
KIDS 10	17ins approx
KIDS 8	16ins approx

Please use the above chart as a guide only

TITLE CHRISTIAN NAME
SURNAME
ADDRESS
POSTCODE
DATE OF BIRTH

TITLE (PLEASE ENTER ONE ITEM PER LINE)	REF	SIZE REQUIRED (see chart)	PRICE
			:
			:
			:
			:
			:
			:
			:
		PLUS POSTAGE PACKING	£ :
		TOTAL PRICE OF GOODS	£ :

OFFER ONLY AVAILABLE IN THE U.K. AND N. IRELAND
Find enclosed my cheque/postal order made out to BUSINESS ALTERNATIVES LTD PO BOX 20 BRISTOL BS99 1QW (remember to put your name and address clearly on the back) or debit my credit card

HEMP 8

VISA ACCESS (please tick)

Expiry date / /

Tick this box if you do not want to receive any other offers from Business Alternatives Ltd

PLEASE COMPLETE THIS COUPON IN INK, WRITE CLEARLY AND IN CAPITAL LETTERS.

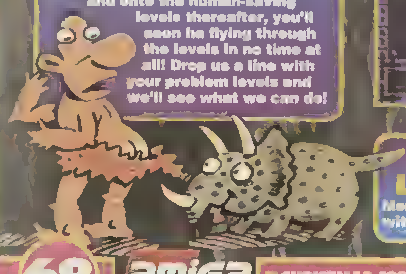
amiga FORCE Playing Tips!

A bumper issue of tips this month, just in time for all those games that you'll get for Chrissy! Anyone lucky enough to get a CD32 will no doubt benefit from the *Oscar* tips, while, considering it's the season of goodwill to all men, we give those Humans (II) a helping hand!

Get your yo-yos out and prepare to bash and dash your way around a variety of wild and weird worlds. *Oscar's* a game many are to find bulging out of their stockings on Christmas morning. To end those Boxing Day blues, we've come up with tips-a-plenty helping dear old Oscar celebrate a happy yuletide.

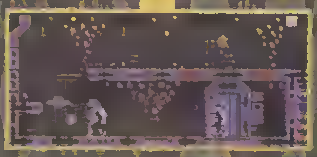
70 HUMANS II

One of the toughest games to even get started on, we've toiled over the first few levels to bring you the definitive starter's guide to *Humans II*. From the joys of rope-climbing on Level One through the Witch Doctoring of Level Four and onto the human-saving levels thereafter, you'll soon be flying through the levels in no time at all! Drop us a line with your problem levels and we'll see what we can do!



72 DEEP CORE

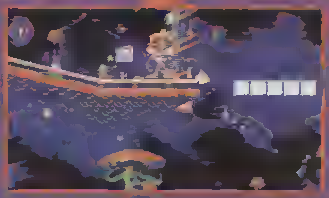
All of the tips that you could ever have wished for, especially for those having difficulty beating the system!



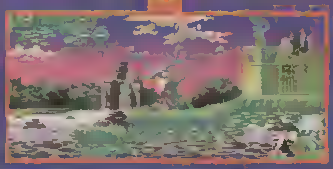
74 LEMMINGS LIFELINE

More *Lemmings* problems dealt with by our resident experts!

In the first Sci Fi Zone there's a seemingly unreachable platform full of goodies. To get to it, run down the large hill and leap at the level to reveal previously invisible blocks.



In all zones avoid the Game Boy icon which flies out of the bonus coins as it turns the whole screen to dodgy shades of green, making it almost impossible to see enemies. It usually ends with you running headlong into them and losing many lives.



The aim of the game is to retrieve those all-important Oscars and find the clapper board to complete the level.

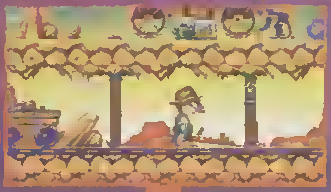
We searched high and low to discover the whereabouts of Oscars hidden in the Sci-Fi and Horror Worlds.

SCI-FI

From the beginning, ride the lift to the top and leap left to grab the first Oscar. Run to your right and jump from the rooftop to find another Oscar at the far-right of the [illegible] Keep moving to your right to find yet [illegible] of statues as [illegible]

Make your [illegible] Oscar [illegible]

There's another apparently inaccessible ledge in the Cemetery Zone. It can be reached the same way as the first (see the Sci-Fi Zone). By leaping into the air you expose more hidden blocks.



If you're looking for Oscar's yo-yo in the first Cemetery Zone, try swimming into the small alcove to the left of the large waterfall. Use it for smashing blocks and defeating enemies.

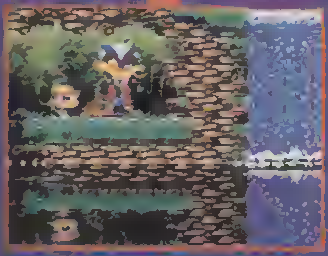
Another very useful item hiding inside the cons is a bottle of green potion. This makes you invisible and invincible for a short while. Be careful, though, as it has a nasty habit of running out just when you need it most!

Watch out for mine cars in the Western Level. Time your movements so you can walk between them. Then run and leap over them as they approach you. Most enemies are destroyed by jumping on their heads a few times. It's a lot quicker and safer, though, to bounce over them — especially the smaller ones.

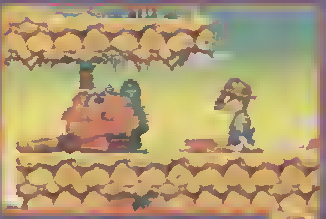
HORROR

Dash to your right and sl[illegible] ledge to snap up your [illegible] the first set of falls to grab th[illegible] left, then fall right down into [illegible] yet another. Swim right to [illegible] and leap out to your right t[illegible] elephant and an Oscar [illegible] right.

[illegible] to the far-right [illegible] of the [illegible]



Always be wary of the electr[illegible]. Many come to life and nip away large chunks of energy. Whenever you see the large elephant in the baseball hat, remember to give him a good kick. It's not only good for a laugh, but it also marks your progression through the level. This is very handy as every time you die, you're returned to the last elephant kicked.

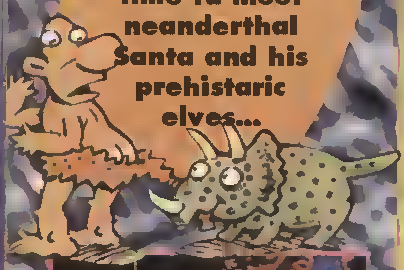


Playing Tips!

HUMANS™ 2

THE JURASSIC LEVELS

Humans — When they're not beating the living daylights out of each other, they join forces and battle evil-doers, *Jurassic Park* rejects and the world's most testing terrain. Weary from too much of the alternative Christmas spirit, we sat down to help the little blighters find their way home in time to meet neanderthal Santa and his prehistoric elves...

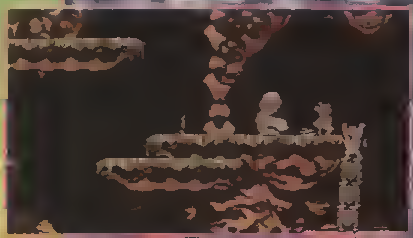


1 Although the first stage is there to help you get to grips with the controls it still takes patience and time to crack.

Kick off by moving your men up the first ladder and building a tower to the left hand ledge. Make the fifth human scurry up the man-made tower and collect the rope. Climb down and work your way left using towers and the rope to see them safely across to the far side.

Collect the spear from the pit, then build another man tower. Climb to the platform above. Use the spear to defeat the ugly human patrolling the ledge, then get the rope guy up there so you can haul up the others. Repeat the tower/climbing process to make it to the top left where you can grab the flame.

Lead your group back to the right hand side and help the man with the flame reach the top right ledge. Burn the bush and you're free.



3 The Witch Doctor and a rather savage dinosaur appear for the first time on Level Three.

Use the Witch Doctor to change the rather unfortunate guy on his left into a rope, then lower it down. Take one guy down to collect and lower the second rope off the left hand side of the ledge, then let another human descend both ropes to rescue your little buddy, who's being held captive.

After they've clambered back up, lower one of them on the right hand side to collect the spear. Return to the Witch Doctor's platform and use a man-tower to climb to the dinosaur's ledge. Hurl the spear at the dinosaur, then as he scarpers grab the second spear and throw that too.

To finish him off once and for all, get the whole team up there so you can reach the third spear on the ledge above by building another man-tower, another direct hits the final nail in the dinosaur's coffin.

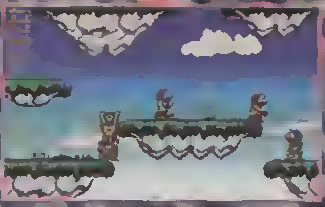
Return to the point where you collected the first spear, lowering the Witch Doctor and one of his cronies down to the ground, so they can stand on the pressure pad to the right. Leave them here to make the obstacle on the right disappear and open your exit to this level.

Take the remaining humans to the top again, lowering a rope off the right hand ledge so the rope man and another human can climb down. Lower the second rope down to the ledge below. Guide your remaining human down the rope and the gold (not to mention a well earned victory) is yours!

2 From your starting position, climb the ladder and grab the spear. Make a man tower so the spear man can descend from the original starting ledge, then continue right utilising the lower skill to reach the right hand ledge and take the rope.

Haul the others up to the ledge, then lower the whole team down and make a tower for the rope man to descend. Use the rope to lower a man to the trapped human, rescuing the poor soul and adding a further member to your merry band. Haul them up and descend right to collect the flame.

Reverse the whole process by sending the spear and flame men scurrying up to the top ledge. Use the spear man to vault the gap then throw the flame across so you can burn the bush. Now just vault to the right across all of the gaps to reach the exit.

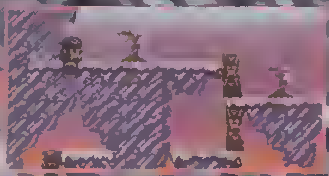


4 Your first task is to collect the rope found on the top left ledge accessible via a man tower. Get the wheel, make one of your humans hop on and head for the man tower on your left. Climb the tower and the set of steps thereafter to get the spear.

Guide the whole tribe back to the platform level and construct a tower so you can reach the right-hand platform and the stranded human found there. Lead the whole tribe to the centre steps and build a tower to the block above sending the rope-man to the top to bring the whole team upwards.

Next build a tower to the Sumo, opening him when he's within range. To the left of the Sumo is a pressure pad, leave two tribe members standing on it and use the rope to tower the remaining humans over the right hand ledge. Use a man-tower to retrieve the rope man.

To your right is a set of stone steps, climb these using small man towers. When you've reached the top, build a tower up to the ledge so your flame-man can climb it before burning the bush to gain access to the exit.



5 To get the rope, build a man tower to the right of the start and a further one on the ledge above. Lower the rope over the right hand side, allowing you to reach the spear in the pit.

Take the team left across the pit, then build another tower to the ledge. Haul the team up with the rope, then repeat the process to reach the next platform. Leave two of your tribe standing on the pressure pad, then lead the others back down and right.

Use another man tower to return to where the rope was found and get ready to attack the dinosaur at the top of the ladder. As he's walking away, follow him and grab the flame. If you're very lucky, you can push the dino away with the flame before making a dash for freedom, but even if one guy gets eaten the next can retrieve the flame with few problems.

Take the whole tribe back to the two humans on the pressure switch, then build a tower to the left platform. Burn the bush, build another tower and head for the exit.

6 Kick off by using the Witch Doctor to change one of his comrades into a rope and lower the magic man down, building a man tower to rescue the rope-man. Collect the spear on the left using the rope-man and build a tower to get to the platform on the right of your house. When the whole tribe's together, go down to the platform below using the rope followed by a tower to gather all the humans together.

Head down the ladder, lower the humans down the left hand side and rescue the trapped tribesman, send another human down the right hand side to collect the torch.

Throw both the rope and the torch to the left and vault the spear-man across the gap. Throwing the spear back so another human can get across. Grab the torch to burn the bush after climbing down the right hand side.

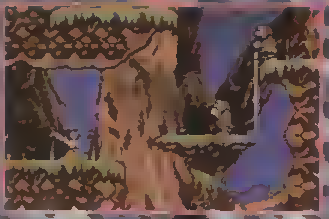
Climb the rope again to collect the spear, then use it to vault from the burned bush to the trapped female, finishing the level in the process.

7 Send the first human down the ladder to collect the rope. Then return to the top and throw it across to the rest of the team. Use it to descend into the right hand pit, taking the spear before lowering the team off the left side of the platform. Guide the first team member to the flame before sending him to join the others.

Take the whole tribe down to the left using the rope and a tower, then continue right, taking the spear as you go. Go down the steps, then lower the spear man down the pit to battle the bad guy.

Take the whole tribe to the bridge, sending only the flame bearer across so he can burn the bush on the other side. Unfortunately the bridge now collapses, so the others must vault across.

When on the other side of the bridge, build a tower to reach the exit.

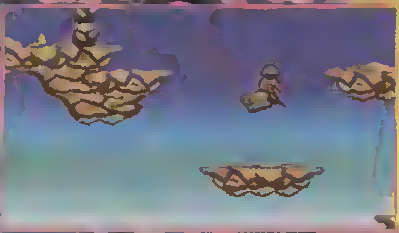


8 Lead the first human right, vaulting the gap with the spear found there, then throwing it back across so the others can follow. Send the spear man to the top, vaulting the gap, and throw both spears back down. Hop onto the Pteranadon's back, carrying you to the left where the torch awaits.

Send two humans to stand on the pressure pad at the top of the second ladder, then walk past the rocks and collect the aforementioned torch. Now bring the final tribesman to the top and throw the rope to the left. Vault after it with the spear, then lower the rope down the left hand side. Use the high-flying Pteranadon to fly back to the rope.

Guide the rest of the team to the top level, collecting the rope lying there. Drop it off the edge and lower it from the left of the next platform, taking the whole team down. Rescue the stranded man by flying down on the Pteranadon, stepping off when it's at its lowest point.

When the majority of your tribe reach the bottom, throw the torch to the left and vault after it, tossing the spear back so the others can follow. Burn the bush, build a small tower and bring the rest of the team across. Now you can reach the elusive exit!



9 First of all, climb the ladder to reach the rope, then go back down the ladder. Head right and throw the rope to the tribesman on the upper platform. Use the rope to raise the other humans.

Head back to the top of the ladder, use man towers to grab the spears from the left and right platforms. When you reach the right hand ledge, haul the team up and guide a spear-man to the top. Vault right, then throw the spear back. Return using the new spear, moving down and right.

Send two spear men to kill the dinosaur, and when he's dead, climb the ladder to collect the torch. The others can return by vaulting, get them to build a tower leading to the bush. Burn it, then hoist the team up. Use another tower to reach the exit.

10 Use the main team at the bottom to build a tower, allowing you to grab the spear. Vault them all across to the far right, building a further tower so you can get the rope.

Send all the men to the dinosaur's platform, then build another tower to collect the spear. Use all three spears to wipe out the dinosaur, then vault to the left and climb the ladder. Build a tower so two humans can stand on the pressure pad, then retrieve the torch using a tower and the rope. Burn the bush, then build a few more towers to reach the woman awaiting rescue, completing the level.

So far, so good — join us again next month for more prehistoric pranks with the Humans.

Playing Tips!

DEEP

Deep Core originally got a mixed reception. There's some great blasting on offer, but some of the devices slow you down without taxing the joystick. Here's some maps to help you on your way...

Bring the exit key to this door to leave this stage.

The exit key for this stage can be picked up from this point.

A few more traps to deal with here.

A couple of shots will destroy the laser emplacement.

Use this door way to emerge from the area directly above.

Don't forget to grab this smart bomb on your way up.

Use these lifts to reach the higher zones.

Clamber up carefully — one fall is costly.

Jump at this point to get the power ups hiding in the rafters

A bonus item is just waiting to be picked up in the lower corner of this room.

Avoid the flames shooting from the floor

You've a planet-full of foes to beat, so keep all your wits about you.

Going up in the world? Use this door to gain access to the ledge above.

A smart bomb soon destroys these evil aliens, so remember to keep a few handy.

Use the keys from earlier in the zone to open these doors

Turrets begin to fire at you about now...

Woahey — these look like rather nasty pieces of machinery, which need to be avoided!

Timing is essential when making these jumps, as one mis-timed jump will send you to your death.

CORE

Playing Tips!

You start your journey in the second zone at this point; go left and collect the keys needed for the return trip to the right. It's a long, hard slog but you can do it...

Wait until the lasers have launched their beams before you pass through them.

Hit these switches to make the train carriage move right and blow up the mines.

Another large laser spitting alien can be found hiding in this room.

Watch out for attacks from above as well as the sides...

Use the keys from earlier in the zone to open these doors.

The shots from these turrets spread in three directions so remember to jump them to avoid their bullets

Use the key marked with two lines to enter the subspace tunnel to the rest of the zone.

Look out for attacks that suddenly crash down from the roof!

Enter this door to discover the room which contains the exit key.

Be careful now — the problems get worse!

Entering this bottom door will send you into a bonus room with plenty of useful icons.

Keep your eyes open for power-ups as you move through the game.

Try to leap from the edge of the platforms.

Again, you need to be careful — there's no point in rushing now!

A few more brushes with danger and you're nearly there...

The exit door to this zone can be found after a quick dash through here.

Playing Tips!

Lemmings Lifeline

Having nightmares over small green-haired beasties? Are tiny voices disturbing your sleep? Panic no more — the LEMMINGS LIFELINE's back to end your turgid troubles and give your minuscule mates a splatter-free Christmas! Remember, if you're having problems on any level from the original *Lemmings*, *Oh No! More Lemmings* or *Lemmings 2*, write to: *Lemmings Lifeline*, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Remember, you MUST include the name of the game, the level you're stuck on and (where applicable) the password for that level. Sorry folks, but we can't give personal replies, so don't send an SAE.

NIGHTMARE ON LEM ST

(Lemmings; Fun Level 26)

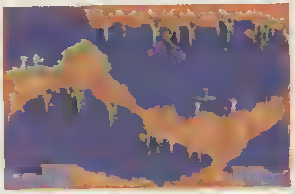
Although this level looks deceptively simple, with only two Lemmings to save, it takes some nifty mousework to stop them getting creamed. So in true 'Allo 'Allo style, pay attention — I vill say zis only vonce..

YOU LIVE AND LEM

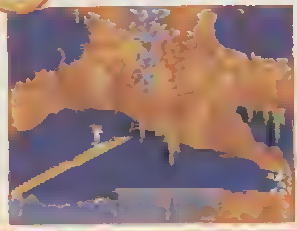
(Lemmings; Fun Level 21)

[illegible] use your [illegible] negotiate [illegible] the ground,

1 As your Lemmings fall from the entrance and begin to walk right, turn the third little chap into a blocker to stop the others following.

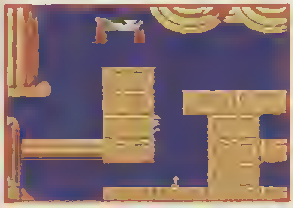


5 Use a basher to smash your way through the piece of earth blocking your path.

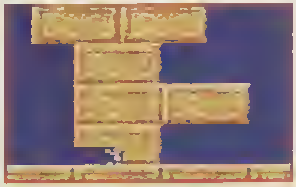


Playing Tips!

1 As soon as your two Lemmings reach the edge of the first block, turn them into floaters so they drift safely to the feet of the screen.

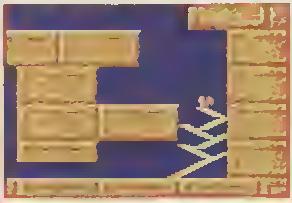


2 When they've reached the bottom, they walk right and come to a wall. On reaching the wall, turn them both into bashers to break a pathway through the block.

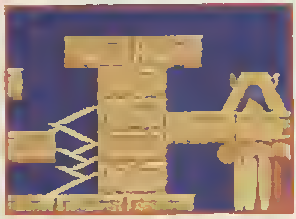


3 When your first Lemming's level with the end of the large suspended block, turn him into a builder to create a bridge up to the wall on the right.

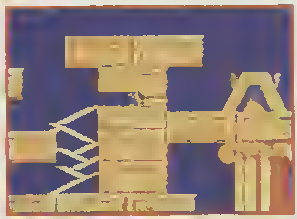
4 When the second Lemming catches up with the first, turn him into a builder too and set them building a zig-zag pathway up to the large suspended block.



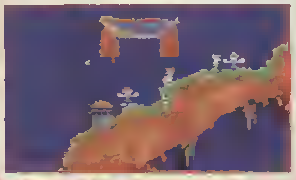
5 When they reach the top of the block, make them build another bridge to the right-hand wall.



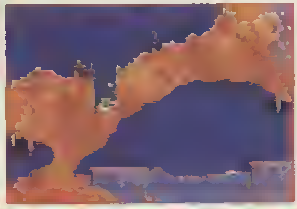
6 As soon as your team reach the wall, bash your way through to the right and beat a pathway to the exit...



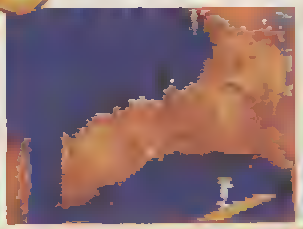
2 When your fourth Lemming's on his return journey, turn him into a blocker just as he passes under the entrance. This stops your team falling into the water on the left.



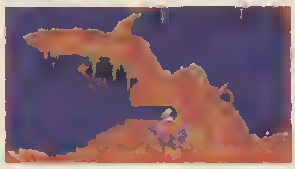
3 As your advance party of Lemmings gets above the iron blocks, make them dig down to the space below.



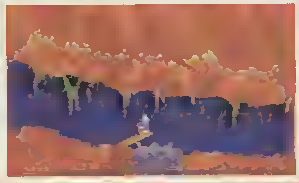
4 On landing, turn your team into builders and build a bridge over the water.



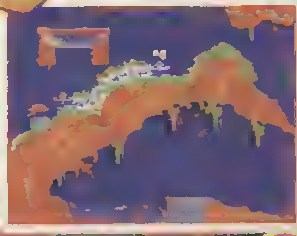
6 It's time for more bashing! Dig a pathway to the right, through the large piece of earth. If any of your team turn round, make them build across the water from the other side to keep them safe.



7 Keep your team moving right, using your building skills to create another bridge over the square of metal containing the Lemming-trap. They should now reach the exit.



8 Blow up your right-hand blocker allowing the rest of the gang to stroll safely home.



FANTAZIA/SLAAM CLOTHING

SLAAM CLOTHING "All Tooled Up"

RATMAN HAMMER HEATHER
LONG SLEEVE £18.00 – Code: LSHMA

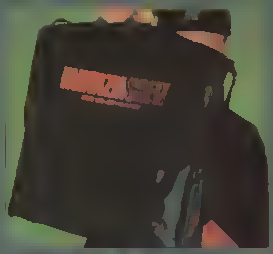
MONGO DESTRUCTO, TEAL
SHORT SLEEVE £15.00 – Code: SSMMT

UNTERVELT NAVY
LONG SLEEVE £16.00 – Code: LSU4N

FANTAZIA CLOTHING "Come and Join The Future"

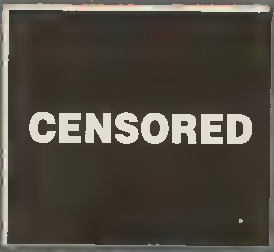
MAI DANCING MAN BOMBER JACKET
Blue/Black/Turquoise/Red/Purple
£53.50 – Code: JPI4

BASEBALL CAP, DANCING MAN
BLACK £11.00 – Code: HFDAB



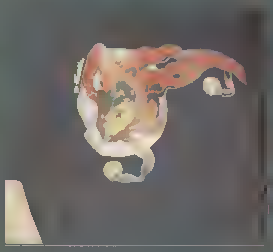
RECORD [illegible]
£16.99 – Code [illegible]

FANTAZIA MUSIC [illegible]



NIPPLE WHITE
SHORT SLEEVE £10.99 – Code: SMWW

DANCING MAN, BLACK
S/SLEEVE £10.00 – Code: SMHB
L/SLEEVE £14.99 – Code: LMDAB



JESTER, BLACK
SHORT SLEEVE £10.99 – Code: SMJAB

ORDER DIRECT ON OUR 24 HOUR CREDIT CARD HOTLINE – 0272 767630

ONE SIZE FITS ALL (XL)

All T Shirts are 100% Cotton Machine Washable

All goods are despatched within 28 days

I enclose a cheque/postal order made payable to **Home Entertainment** for £ or debit my Visa/Access Card No

Signature Expiry Date /

Name

Address

Postcode Tel No

HE IMP 7

Now completed coupon to
Home Entertainment, P.O. Box 100 Colne, Lancs BB8 9JS

ITEM CODE	PRICE
PLEASE ADD POSTAGE T-SHIRT £1.50 EACH ITEM	
PLEASE ADD POSTAGE CAP £1.00 EACH ITEM	
PLEASE ADD POSTAGE JACKET £4.00 EACH ITEM	
TOTAL ORDER VALUE	£

If you do not wish to receive other great offers from us and our companies, please tick this box ☐

SPECIAL READER OFFER • SPECIAL READER OFFER

TIPS BITS

Welcome to our handy helpline, written BY the readers FOR the readers!

Remember, if you're stuck on a game, write in. If the A-Team can't help you, our army of readers are only too pleased to lend a hand. If you can help a disgruntled Amiga gamer or if you've some new tips or cheats, drop us a line.

Every month we reward the best tipster with a free 12 month subscription (or a renewal if you already subscribe). All for just a few dozen hours of gameplaying. Now that can't be bad!

Write to us here at: TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

GALDREGON'S DOMAIN

Q: Could you, or the Tips Bits readers, offer any tips or cheats for the game *Galdregon's Domain*? I believe I need to collect five crystals, unfortunately I can't get my hands on any of 'em.

Miss C. Taberon, Devon

A: Well Miss C, Tips Bits has come up trumps once again. Here's a guide to finding the objects you need to kill each of the five gems' guardians.

The first thing to remember is keep your strength and stamina high, only fight if you have to. Keep your characteristics on the screen at all times, too. A lot of objects are just lying around and cannot be seen unless you do this.

Now for the information we promised about those all-important gems...

GEM 1: This is guarded by a lich deep inside Rotan's Castle. You need the cross from the Demonmaster's tower to defeat him.

GEM 2. This is found in the Caves of Doom and is guarded by a rock monster. To win the item needed to defeat it, you must kill all the enemies in the cave — you then find a diamond. Use this to kill the rock monster.

GEM 3: Deep within the catacombs below the Temple of Set lies the third gem, guarded by a large demon. To kill it you need the ceremonial dagger.

GEM 4. At the South-West corner of the map there's a hidden labyrinth. Enter this and kill the Minotaurs — you find a key and a mirror. Next, seek out Medusa and use the mirror to defeat her. The gemstone is on her corpse.

GEM 5. Go to the Forest of Elves on the Western side of the map. Here you find the Elf King, defeat him and grab his Elven cloak. Go to the Assassins' Forest to the South-East and kill the assassins' leader to collect the fifth and final gem.

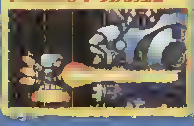
CUT OUT 'N' CHEAT!

THERE'S NOTHING WORSE THAN GAMES PACKAGED IN HUGE BOXES THAT ARE 90% AIR — HOW BIG ARE OUR SHELVES SUPPOSED TO BE? THESE CHEEKY CHEATS WON'T EXACTLY FILL 'EM, BUT THEY'RE DARNED USEFUL ALL THE SAME.

aqua ventura

AQUA VENTURA

atomic robokid



bane of the cosmic forge

BANE OF THE COSMIC FORGE

the blues brothers

brides of dracula

cabal

CABAL

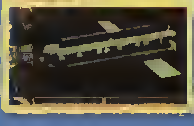
civilisation

CIVILISATION

crime does not pay

CRIME DOES NOT PAY

deuteros



Playing Tips!

GOLDEN AXE ■ IK+

■ Please can you help me — I'm stuck on *Golden Axe*. I can't rescue the king and his daughter as I keep running out of lives. Is there a cheat mode for the Amiga version? Also, do you have any cheats for *International Karate +*?
Mr Davies, Sussex

■ Can do. When playing in one-player mode on *Golden Axe*, plug a joystick in the mouse port. When you die, press fire on the second joystick to keep playing with player two's lives.

In *IK+*, press space when floored to become unbeatable for the rest of the level.
Hope those helped you out, Mr Davies.

SYNDICATE

■ Chris Francis from Liverpool has written in with some cheats for *Syndicate*. Enter your company name as ROB A BANK for 100,000,000 credits. If you type NUK THEM at any time during the game, you can select the missions in any order.
Thanks for those cheats Chris, I'm sure lots of people are very grateful.

MEGA-LO-MANIA

■ Could you please help out as I'm getting really desperate. Has anyone a list of codes for *Mega-Lo-Mania*? Please help me — I can't live without 'em.
Tracey Moore, Paignton

■ All right, calm down. We have a couple of codes which give extra men on almost every level. Enter your password as SCARLET or MADCAP and watch those armies grow. If anyone has a complete list of codes, drop us a line.

DUNGEON MASTER ■ MOONSTONE ■ EYE OF THE BEHOLDER ■ MONKEY ISLAND ■ CHAOS STRIKES BACK

■ Can anybody help me? I'm in drastic need of tips or cheats for *Dungeon Master*, *Moonstone*, *Eye of the Beholder*, *Monkey Island* and *Chaos Strikes Back*. Any help you could give will be greatly appreciated.
James Lowe, Sheffield

■ We've searched high and low and come up with the following *Moonstone* tips to help you out all you lost gameplayers.

On reaching Stonehenge, if you don't want to sacrifice a valuable item place the pointer on the words GOLD, STRENGTH, CONSTITUTION or ENDURANCE and press fire. The Druids then go ahead with the ceremony and you get an extra life without losing anything.

In *Chaos Strikes Back*, to make yourself invincible find a dragon and cast the MO ZO GOR SAR spell. Press escape twice to pause the game, and with the left ALT key held, type LORD LIBRASULUS SMITHES THEE DOWN. Unpause the game and kill the dragon to get a firestaff. While you're holding this your team's invincible.

If anyone can help James with the other games he mentioned, please let us know by writing to the usual address.

aqua ventura
REVENANT
On the options screen, hold Control and F10 — press Fire to start. You can now skip levels by pressing L and flit to the tunnel section by hitting T.

Okay, stap whatever it is yau were daing and pay attentian! The cheats an these pages have ta be cut aut, sa grab yaurself a pair af scissars (make sure that yaur parents ar guardians are present) and get snipping. Naw stare them all in a gaad place sa that yau can refer ta them whenever yau deem it necessary!

brides of dracula
ZEPPELIN
When playing *Dracula*, go right from the first screen and transform the first two women into vampires, taking them back to their coffins. Return to the first screen again, walk between the lift and the second table and crouch down just past the skulls on the floor. A vampire then appears, ready to be put into her coffin. Do this again and again to get all 11 vampires, then slaughter Helsing.

the blues brothers
TITUS/PRISM
Type 'HOULO' on the character-selection screen and the background colour changes from blue to red. Press 1-6 and space to access the said level with infinite lives.

bane of the cosmic forge
US GOLD
For loads of experience points go to Gueeguen's shop, enter and leave again. Turn right and go forward two spaces. Turn left, proceed to the end of the hall and turn right again. Go all the way down and pass through the two doors. Save the game, then mount the stairs. Hold your finger on the left or right turn-key which spins you around, attracting wandering monsters you can kill for lots of points.

atomic robokid
ACTIVISION
Type 'TUESDAY 14th' on the title screen. When you hit fire you get a rather useful secret options screen.

deuteros
LORICIGIAL
During play, press Caps Lock and then the C key twice. The background turns red with the first press and returns to normal with the second, showing the cheat's activated. While it's engaged you always have one of everything in stock. Building a factory while the cheat's on only takes one orbital factory section (though this doesn't work for the Earth factories). A reserve station's automatically built too.
To turn the cheat off, press Caps Lock then the C key twice as before — the background turns green with the first press. Note — if this doesn't work, try our other coupon cheat.

crime does not pay
TITUS
Pause the game and type 'HALTBAKK IS THE KING' for infinite lives.

civilisation
MICROPROSE
Press ALT and R to randomise the leader's personality.
In early versions, pressing shift and 12345678901 gives a complete world map that lets you see into enemy cities.
Unfortunately, this feature wasn't included in later copies.

cabal
THE SQUAD
Type 'SCHLIKA' during the game and the border flashes. You have infinite lives, while F2 skips levels. Also, like *Beast Busters*, the crosshair can be moved while the game's paused, making it easy to home in on the enemy.

Playing Tips!

ONE STEP BEYOND

Dave Harris of Merseyside has very kindly supplied us with a complete set of level codes for *One Step Beyond* — all one hundred of them!

1	48474	26	44215	51	40001	76	27720
2	39943	27	26705	52	58488	77	04473
3	22881	28	05384	53	30953	78	32193
4	02824	29	32080	54	21905	79	36666
5	20169	30	37473	55	52868	80	03323
6	17457	31	04026	56	09227	81	39989
7	37626	32	41499	57	62085	82	43312
8	55083	33	45525	58	05776	83	17765
9	27173	34	21488	59	02325	84	61077
10	16720	35	01477	60	08101	85	13306
11	43893	36	22965	61	10426	86	08847
12	60613	37	24442	62	18527	87	22153
13	38970	38	47407	63	23953	88	31000
14	34047	39	06313	64	47480	89	53153
15	07481	40	53720	65	10807	90	18617
16	41526	41	60033	66	58377	91	06234
17	49009	42	46217	67	03738	92	24851
18	25001	43	42714	68	62115	93	31085
19	08474	44	25395	69	00317	94	55936
20	33475	45	02573	70	62432	95	21485
21	41949	46	27966	71	62749	96	11665
22	09888	47	30541	72	59045	97	33370
23	51837	48	50509	73	56858	98	45255
24	61725	49	29514	74	50067	99	13039
25	48906	50	16407	75	42289	100	58344

THE SECRET OF MONKEY ISLAND

After speaking to the pirate leaders about the three trials, I can get to the swordmaster but cannot defeat her.

Also can you tell me how to get the idol of many hands and where to find the lost treasure? And how do I get across to Monkey Island?
Wayne Hay, Reading

No idea — can anyone help?

ACTION REPLAY

Due to the lack of Action Replay codes in most mags (except yours) here's a few extra for you

Bloodwych 4F22, 3 = 4E, 71 = infy spellcasting

B'wych Data Disk 58A4, 5 = 4E, 71 = infy spellcasting

Centurion — D.O.R. C1E6E8, 7 = Talents (03,E7 = 999 [max])
C21FE4, 5 = Manpower (16 58 = 7000)
C21FF1 2 = Tribune (max 9999)

D/Generation COACC6, 7 = 4E, 71 = infy lives
C104d6 7 - 4E, 71 = infy grenades

Desert Strike C1535E (TFD) = infy lives
COODDEE-E4 = 4E, 71, 4E, 71, 4E, 71 = infy fuel
COD5F4-7 = 4E, 71, 4E, 71 = infy weapons

Deuteros 19D56 = men
238D0 1 = 4E, 71 = infy fuel (shuttles)
23920, 1 = 4E, 71 = infy fuel (I.O S's)

Kid Gloves 2 30B12, 3 = 4E, 71 = infy everything 30A7B = Fireball (use #39 [9])

Lionheart C1373a = lives

Playing Tips!

	2.26C1ED = orbital lasers
	6C1EF = fighters
Pinball Dreams	3402-7 = 4E, 71, 4E, 71, 4E, 71 = infy balls
Prehistorik	C0830F = lives
	C08311 = energy
Rick Dangerous	44972 (TFD) = lives
Rick Dangerous 2	178AE (TFD) = lives
	17892 (TFD) = bullets
	178A0 (TFD) = bombs
Titus The Fox	C167A6, 7 = 4E, 71 = infy lives
	C12200-5 = 4E, 71, 4E, 71, 4E, 71 = infy energy
Wizball	5907C (TFD) = infy lives
Global Gladiators	45E6C (TFD) = infy lives

If the code has TFD after it, use the tfd address. All others use the M command. For the ones marked 4E 71 see page 38 in the manual
Andy Lawson, Torquay, Devon

■ Cheers Mark — thanks, too, for the *Myth* tip we used in Cut Out 'n' Cheat.

It's always difficult to differentiate between 'O' and zero and 'I' and one in hand-written notes. If your code doesn't work, try a little swapping.

EYE OF THE BEHOLDER

■ Having read your October issue, I can help Jonathan Couch who's having problems with *Eye of the Beholder*. I can give you the complete solution to the game, but it'll have to be in instalments, as I completed it a while ago, and I'm replaying it to see how I did it!

Here are the solutions to the first three levels. The maps for these are provided with the game.

LEVEL ONE
This level's fairly easy and needs very little help. The Monsters, Kobolds and Giant Leeches aren't a problem.

Keep hold of the halfling bones found at the beginning, as they can be resurrected at a later date to create another party member.

In the bottom right-hand corner, there are two zig-zag corridors coming to dead-ends. Push the centre bricks on the walls to the side, and secret doors will open.

The sewer has changed slightly since the map was drawn, but it's still fairly easy to negotiate.

To leave the level, place an object on the floor-panel in front of the door. The door shuts. Step to the right and push the button. The door re-opens and stays open.
Darren Jordan

■ Cheers Darren — that's all we had room for this month, but look forward to levels two and three next ish!

This month's subscription winner is Darren Jordan for his ace guide to *Eye Of The Beholder*. We couldn't fit in everything he sent, so stay tuned — more next month!

Keep the tips, cheats and hints coming in. The more you send, the more we print and you can never get too meaty tips!

dungeon master
PSYGNOSIS
To dispatch monsters without a fight, go through a door and stand on the other side. When they follow, repeatedly slam the door on their heads.

dojo dan
UNIVERSAL SOFTWARE
For infinite lives, type 'WOOLANKIDKISKSBUTT' during play. You also get a permanent shield which can be activated by pressing S.
F8 completes the level, and F9 the section.

deuteros
ACTIVISION
Go to surface or orbital stores-screen, hold down Shift and press C. The screen goes green. Now hold Shift and press C. Click on any item, preferably Master Control, and return to the stock-screen. It looks like there's one of every researched product in stock, though you've actually an infinite amount of hand. Orbital space-stations can be built with one frame section. Note — if this fails, take a stab at our other coupon cheat.
When you're about to be defeated by a Mechanoid fleet, keep to the screen with a picture of an Orbital Factory on it. Advance time until the picture of the factory disappears, then go to the square with the self-destruct-mechanism. Activate it, then turn it off straight away. You should find you've your colony back with 105 drones.

federation of free traders
GREMLIN
To sell any of your goods for loads of money, press T and Return on the net to talk to the alien as stated on the other coupon. Keep at him until he offers you something, then enter a ridiculously huge number. He says you have insufficient funds — leg off. Now, when you buy or sell anything, it goes for whatever you entered.

fast lane
CASCADE
Whatever the manual says, there's an automatic gearbox option — press G to toggle between manual and automatic modes.
Pause the game with P1 and then unpause with the space bar when qualifying. The time's now frozen, allowing you to go as slowly as you want and remain in pole position.

f16 combat pilot
ACTION
To avoid landing, try the following: jettison your fuel, weapons and climb to 65,000 ft. Stay there until your fuel runs out, dive towards the ground and at 10,000 or 11,000ft pull up hard. You can then rise about 4,000 ft and start falling towards the ground. Just as you hit the deck, the mission ends safely.

dyna blaster
HAVEN'T
Level Codes:
2-1: MXVCLSAH
4-2: ROCEGMPU
5-1: ROLCLSEW
5-1: ROFVWSNL

robocod a1200
MILLENNIUM
On the title screen type O.S. FRIENDLY. Typing M during the game now calls up a level access menu.

player manager
ANCO
Buy young, cheap players and keep them for a whole season. Next year their price increases — you should have no trouble selling them for a big profit.

pga tour golf
ELECTRONIC ARTS
Before you start the first hole, enter tournament statistics. Look through them for a while and play as normal to activate cheat mode.

parasol stars
OCEAN
Type CYNIX during the game, then hit the following keys to activate the cheats:
X: Level Skip
C: Extra Credits
B: Bonus Screen
D: Kills All Enemies
M: Collect All three Stars

JOIN THE A-TEAM EVERY MONTH!

SUBSCRIBE TO AMIGA FORCE FOR ONLY £22.99 AND GET THREE GREAT GREMLIN GAMES! OR SUBSCRIBE TO AMIGA FORCE AT THE SPECIAL DISCOUNT PRICE OF £18.99!

Hey! Do you want the good news or the even better news first? The good news is that from Issue 6 (on sale 20 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tips. Nope, it'll be hitting the streets EVERY 4 weeks!

The [illegible] is you can get AMIGA FORCE on a low-cost, recession beating subscription. Not only do you receive 12 issues of *the* magazine for serious Amiga gameplayers, you also get THREE great Gremlin games (total original value £74.97) for just pounds extra! It's brilliant isn't it?

BUT I'VE ALREADY GOT THIS!

However, we realise that some of you dedicated gameplayers may already have one (or more) of the three free games. In this case, you can subscribe — without getting the games — for a special DISCOUNT price!

Make your choice (games or not), tick the relevant box in the coupon, fill in your details and send it to Europress Direct (not the AMIGA FORCE editorial office). And may the FORCE be with you.

LOTUS ESPRIT TURBO CHALLENGE

Even more playable than its two classy sequels, this is *the* two-player driving game. The rollercoaster 3-D action is superfast, the competition furious as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.

FREEBIES!

SWITCHBLADE

A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.

MANIX

A souped-up variation of the classic *Q-Bert* coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.

I WANT TO SIGN UP!

I want to join the rapidly growing AMIGA [illegible]E army. I understand I must be of sound mind and prefer purely games reviews and tips — and no techno babble. I don't have an attitude problem and I can't wait to get my hands on the explosive equipment every gamer needs: that's 12 issues of AMIGA FORCE please!

Tick where appropriate

Please send me the next 12 issues of A[illegible]RCE **with** great Gremlin games bundle

6501 ☐ I live in the United Kingdom (£22.99)
6503 ☐ I live in Europe or Eire (£30.99)
6505 ☐ I live outside Europe (£40.99)
6701 ☐ Don't forget to send me my three free games!

Please send me the next 12 issues of AMIGA FORCE at the special discount price, but **without** free games

6511 ☐ I live in the United Kingdom (£18.99)
6513 ☐ I live in Europe or Eire (£26.99)
6515 ☐ I live outside Europe (£36.99)

Method of payment ☐ VISA ☐ ACCESS ☐ POSTAL ORDER ☐ CHEQUE

Credit card number
Expiry date
Signature
Name
Address

Postcode

Make cheques and postal orders payable to **Europress Direct**. Send this form (or a photocopy of it) to: Europress Direct, AMIGA FORCE Subscriptions, FREEPOST, Ellesmere Port, South Wirral L65 3EB. No stamp needed!

OR!

Why not subscribe by phone or fax? Ring your order through on 051 357 1275 or fax it on 051 357 2813. For any enquiries regarding your subscription, telephone the ever so-nice people who deal with our subscriptions on 051 357 2961.

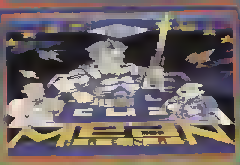
Please tick if you do not want to receive promotional material from other companies

Next Month!

FORTHCOMING ATTRACTIONS

IN NEXT MONTH'S AMIGA FORCE

MEAN BUSINESS!



FRONTIER PLAYERS' GUIDE

From Lave to Sol, we're already preparing our first batch of playing tips that will get you trading and raiding in no time! Pointers on combat, missions, landing (without the automatic pilot), [illegible] just about [illegible] will [illegible]

Dennis

ISSUE 14 — ON SALE 23 DEC!

GET MENACED

Ocean's film license *Dennis*, is on its way, giving [illegible] the neighbours [illegible]

GETTING NUTTIER...

More shenanigans from the Manchurian team, Mr Nutz just missed [illegible] AMIGA FORCE, but he [illegible]

amiga FORCE SPECIAL RESERVE!

Dear Mr Newsagent
It's no good. I can't do it. I can't face life without my beloved AMIGA FORCE — should I miss an issue, suicide will surely follow. Save me from a fate worse than Atari ST-ownership and reserve me a copy every month.

MY NAME .....
MY ADDRESS .....
.....**POSTCODE** .....

I'd like my AMIGA FORCE ☐ **Delivered**
☐ **Kept behind the counter**

Just in case you didn't know, AMIGA FORCE is published by Impact Magazines, and distributed by COMAG. Thanks!

AMIGA

NEW! AMIGA 1200 PACKS AMIGA CD32 CONSOLE

FROM SILICA – THE UK's No1 AMIGA SPECIALISTS

FREE! FROM SILICA

ZOOL SOFTWARE PACK

ZOOL is the software pack of the year. It includes: Zool, Transwrite, Pinball Dreams and Striker - Value £127.92

All Amigas from Silica (excluding CC and Amiga 4000) include a FREE ZOOL pack and, many of them also include GFA Basic and Photon Paint. Check individual packs for details.

ZOOL – Platform Title of the year. 87% Amiga Comp. Nov '92	£25.99
TRANSWRITE – Word Processor and Spell Checker	£49.99
PINBALL DREAMS – Pinball Simulation. 94% AU, Sept '92	£25.99
STRIKER – Soccer Simulation. 84% CU Amiga, June '92	£25.99
ZOOL PACK	£127.92
GFA BASIC v3.5 – Powerful Basic Programming Language	£50.00
PHOTON PAINT II – Powerful Graphics Painting Package	£89.95
TOTAL VALUE	£267.87

PLUS!

WORTH OVER £265

AMIGA 600 LEMMINGS PACK

FREE SOFTWARE PACK

FREE DELIVERY

PACK INCLUDES
- The AMIGA 600
- BUILT-IN DRIVE
- BUILT-IN V MODULATOR
- DELUXE PAINT
- LEMMINGS

TOTAL PACK VALUE £487.40
LESS PACK SAVING £298.40
SILICA PRICE £189.00

1Mb RAM	£189 (inc VAT)	£219 (inc VAT)
2Mb RAM	£219 (inc VAT)	£249 (inc VAT)

AMIGA 600 WILD WEIRD & WICKED

FREE SOFTWARE PACK

FREE DELIVERY

PACK INCLUDES
- The AMIGA 600
- BUILT-IN DRIVE
- BUILT-IN V MODULATOR
- DELUXE PAINT II
- MICROPROSE GRAND PRIX
- SILLY PUTTY
- PUSH-OVER

TOTAL PACK VALUE £487.40
LESS PACK SAVING £298.87
SILICA PRICE £188.00

1Mb RAM	£199 (inc VAT)	£229 (inc VAT)
2Mb RAM	£229 (inc VAT)	£259 (inc VAT)

AMIGA 600HD EPIC + HARD DRIVE

FREE SOFTWARE PACK

FREE DELIVERY

PACK INCLUDES
- The AMIGA 600
- BUILT-IN DRIVE
- BUILT-IN V MODULATOR
- 20Mb HARD DISK
- EPIC – MICRO ADVENTURE
- PRIME TIME PLAYING CONFIDENCE
- MYTH – STOP THE SPREAD OF EVIL
- PRIVATE PLEASURE – POPULAR BLUE

TOTAL PACK VALUE £787.40
PACK SAVING £403.40
SILICA PRICE £349.00

1Mb RAM 64MB	£349 (inc VAT)	£399 (inc VAT)
1Mb RAM 85MB	£399 (inc VAT)	£449 (inc VAT)

AMIGA CD32 CONSOLE

32-BIT CD-ROM

NEW!

INCLUDES OSCAR & DIGGERS CD TITLES

PLUS! LEMMINGS CD FREE FROM SILICA

FREE DELIVERY

TECHNICALLY SUPERIOR

AMIGA v SEGA

	LL	H LR
[illegible]	[illegible]	2 Sega
Standard RAM		32Kb
Colour Palette	4 to 32	8 to 32
Max Colours On-Screen	16 to 256	64
Full-Screen Video CD	Off Half	No
Dual Speed CD Drive	Yes	No
4 Voice Stereo Sound	Yes	No
Mail Request	Yes	No
5-Volt Power	Yes	No
Maximum Resolution	640 x 480	320 x 200
CD Titles From	£29	£39
Price	£299	£379

- 5-VOLT POWER
- 16 BIT PRO-A cartridge to take 32-bit or a better than a million CPU
- QUALITY STEREO SOUND
- 16 MILLION COLOUR PALETTE
- 64 MAX COLOURS ON-SCREEN
- GAMES FROM BELOW £10
- PLUG'S INTO A TV OR MONITOR
- PLAYS MUSIC CD'S
- DUAL SPEED
- Transfers data at twice normal data rate (average 2 RAM times)
- MULTI-SESSION
- Reads most ALL data on CDs, even those information was added after initial pressing
- FULL SCREEN VIDEO CD STILL
- Via an optional extra module which allows you to watch films on the CD32 – compatible with the latest Video-CD standard, endorsed by JVC Matsushita, Philips and Sony
- Size RAM
- 11 BUTTON CONTROL PAD
- 3 FREE CD TITLES
- OSCAR
- DIGGERS

PLUS FREE FROM SILICA LEMMINGS CD WORTH £25.99

- COMPATIBLE IN THE 250 CD TITLES

The Mega CD (£299) is very weak when plugged into the Mega Drive (£129) that's a the price shown is the total combined price of both models. The Amiga CD32 however is a stand-alone system which works without additional plus

Amiga CD32 + 3 FREE CD TITLES £299

AMIGA 1200 PACKS + HARD DRIVE OPTIONS

RACE 'N' CHASE

DESKTOP DYNAMITE

FREE SOFTWARE PACK

NEW!

HOME WARRANTY ON COMPUTER

FREE DELIVERY

PACK INCLUDES
- The Amiga 1200
- Logic Manager's World Championship ABS Game (Desktop Dynamite)

RACE 'N' CHASE	DESKTOP DYNAMITE
2Mb RAM 0 HDD £299	2Mb RAM 0 HDD £349
2Mb RAM 64 HDD £449	2Mb RAM 64 HDD £499
2Mb RAM 85 HDD £499	2Mb RAM 85 HDD £549
2Mb RAM 127 HDD £529	2Mb RAM 127 HDD £579
2Mb RAM 209 HDD £599	2Mb RAM 209 HDD £649

AMIGA 1200 SPECIFICATIONS
- MC68EC020 Processor, 32-bit Data
- 2Mb Chip RAM
- Motorola 68882 Maths Coprocessor
- 16 Bits Sampled Sound
- Hardware Support for Multitasking
- 256 Colour Palette from a Palette of 16 Million Colours
- 2Mb RAM Expandable to 10Mb
- AMIGA Expert Card Slot
- 3D Bit Blitter and Advanced Graphics Manager
- Workbench OS, Kickstart, Utilities
- Non-Interlace Mode

HARD DRIVE OPTIONS
- Approved 2.5" IDE Hard Drive
- Plugs directly into the internal hard drive connector, fast installation
- Formatted for Workbench 3.0 Software – Free On-Site Warranty
- Add for £20 "Silica Upgrade" Kit

AMIGA 1500 HOME ACCOUNTS

SAVE £300!

HOME DELIVERY

1 YEAR RETURN TO SILICA WARRANTY

PACK INCLUDES
- The AMIGA 1500
- 2nd BUILT-IN FLOPPY DRIVE
- EXPANSION SLOTS
- PC COMPATIBILITY
- VIDEO SLOT
- PC-XT Emulation Software Supplied £149.00
- PLATINUM WORKS SOFTWARE £199.00
- Word Processor, Database, Spreadsheet
- PUZZNIC £24.95
- TOKI £24.95
- GULP £24.95
- HOME ACCOUNTS £29.95
- DELUXE PAINT £79.95

TOTAL PACK VALUE £1,042.70
LESS PACK SAVING £ 323.70
SILICA PRICE £399.00

1Mb RAM £399

AMIGA 4000 SPECIFICATIONS

FREE DELIVERY

Deluxe Instructions Per Second

The AMIGA runs up to 21 times faster than the A500

GRAPHICS
- 16 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 and 1024x768

ARCHITECTURE
- The AMIGA has been designed to respond to hardware providing plenty of expansion & peripheral slots.
- 4 16/32-bit Zorro III SLOTS
- 4 PC/AT SLOTS
- 4 8-bit Video Slots

WEB
- Max 2.5 GHz 68040

NEW! AA CHIPSET

AMIGA 4000 CONFIGURATIONS

The Amiga 4000 (£1,199 and £1,599) was available in several RAM Hard Disk options from Silica (prices are below). All are fully configured and tested and have communications full one, non-interlace wide RAM upgrades and best available Video Out. Some of Silica's options in stock (release dates for options in stock).

PLUS FREE FROM SILICA
- Photon Paint II
- GFA Basic

25MHz 68030

2Mb RAM 80 HDD	£979
4Mb RAM 120 HDD	£1099
6Mb RAM 214 HDD	£1199
4Mb RAM 340 HDD	£1399
4Mb RAM 540 HDD	£1699

25MHz 68040

6Mb RAM 80 HDD	£1949
6Mb RAM 120 HDD	£2099
6Mb RAM 214 HDD	£2199
6Mb RAM 340 HDD	£2399
6Mb RAM 540 HDD	£2699

RAM UPGRADES CALL FOR PRICES

CDTV ADD-ON

FOR A500 or A500Plus

A570 UPGRADE

This Compact Disc playing add-on simply slips into the back expansion port of your Amiga 500 and is immediately ready to deliver its prowess.
- Includes your Amiga 500 in the keyboard
- Plays normal audio CD discs
- Stores approx equal to 600 floppy disks
- Transfer time 153Kb/second
- Compatible with CD, 8 and 16 bit graphics
- Compatible with SCSI/IDE standard
- Same old A500 need modification or extra

WINNER OF THE AMIGA GOLD AWARD 91%

NEW LOW PRICE CDTV £299

CDTV SOFTWARE

LEMMINGS
- Lead your tribe of lemmings through 120 exciting levels

£9.99 INC VAT

SIM CITY
- Build the mayor of Sim City. Use your wit to run the city and transport systems. You must also control water and power

£9.99 INC VAT

SUPER GAMES PAK 1
- Pack includes Super Cars, Dragon's Lair, Dragon's Lair II, Dragon's Revenge and Pinball Fantasies

£9.99 INC VAT

COMPLETE RANGE OF CD TITLES – PLEASE CALL FOR MAIL ORDER PRICE LIST OR CALL IN AT OUR SHOWROOMS FOR A FREE CD

APPROVED

Silica are a fully authorised Amiga dealer. We can upgrade Amiga 500's to 1Mb's with hard drives for new or existing owners, without affecting warranties. Commodore's policy on this warranty. We offer office upgrades and repairs service for A500 and A600 computers.

UPGRADES & REPAIRS
- Latest test equipment
- 20 trained technicians
- Fitting of parts in stock
- Fast 48 hour service
- We also supply (£5+VAT)
- FREE return carriage
- All work guaranteed

CALL FOR A PRICE LIST

ALL PRICES INCLUDE VAT DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

SILICA - THE AMIGA SPECIALISTS

10 YEARS SERVICE TO YOU

- SILICA SERVICE
- We have demonstrations and training facilities at all our stores
- THE FULL STOCK RANGE
- All of your Amiga requirements are available from one supplier
- FREE CATALOGUES
- Will be mailed to you, with special mailings since Amiga offers, as well as details on all Amiga software and peripherals.
- PAYMENT
- We accept most major credit cards, cash, cheque or monthly terms (APR 29.8%, written details on request)
- COMMODORE APPROVED UPGRADES
- Silicon Hard Drive upgrades with IDE, on-site warranty
- FREE OVERNIGHT DELIVERY
- On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE
- A team of Amiga technical experts will be at your service
- PRICE MATCH
- We match competitors on a "Same product – Same price" basis
- ESTABLISHED 10 YEARS.
- We have a proven track record in professional computer sales
- PART OF A £50M A YEAR COMPANY
- [illegible]
- BUSINESS + EDUCATION GOVERNMENT
- Volume discounts are available. Tel: 081-309 0888.

SILICA

HOT LINE 081-309 1111

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX — Tel: 081 309 1111
Open 9.30am Mon Sat • 8.30am-8.00pm • No Late Night Opening • Fax No: 081 309 0017

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA — Tel: 071 580 4000
Opening Hours: Mon Sat • 9.30am-6.00pm • Late Night Thursday 7pm • Fax No: 071 323 4737

LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB — Tel: 071 629 1234
Opening Hours: Mon Sat • 9.30am-7.00pm • Late Night Thursday 8pm • Extension: [illegible]

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX — Tel: 081 302 8811
Opening Hours: Mon Sat • 9.30am-6.00pm • Late Night Friday 7pm • Fax No: 081 309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA — Tel: 0702 468039
Opening Hours: Mon Fri • 9.30am-5.30pm (Sat 9.30am-4.00pm) • Late Night Thursday 7pm • Fax No: 0702 [illegible]

IPSWICH SHOP: Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH — Tel: 0473 221313
Opening Hours: Mon Fri • 9.30am-5.30pm (Sat 9.30am-6.00pm) • Late Night Thursday 7pm • Fax No: 0473 [illegible]

To: Silica Systems, AMFC-1293 104, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

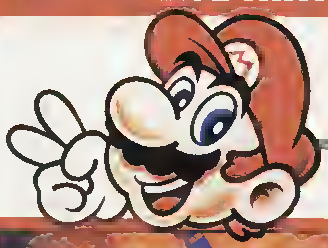
Postcode:

Tel (Home): Tel (Work):

Which computer(s) if any do you own? 104R

E&OE Advertised prices and specifications may change. Please call for more information

GREAT VALUE NINTENDO MERCHANDISE - LOWEST PRICES!!



Nintendo®

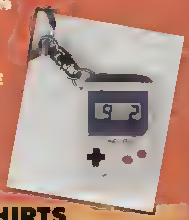
SQUARED CIRCLE ORDER HOTLINE 0908 262366

LOOK at these prices!!
Nintendo Watches and T-Shirts greatly reduced

★ALL GAME WATCHES INCLUDE A FIVE-FUNCTIONAL DIGITAL WATCH★

SUPER MARIO BROS. TALKING ALARM CLOCK £10.99+p&p 32002
"Wake up! It's time to leave Dreamland!" announces Mario. Features computer game music, 4-event digital clock and "Snooze" button.

TIME BOY KEYFOB £4.99+p&p 32010
Novelty miniature Game Boy is an LCD Watch on a keyring.



SUPER MARIO KART GAME WATCH
WAS £12.99 NOW £6.99+ p&p 32011
Super Mario Kart is now more mobile! Fully playable game, including a split-second digital watch to keep track of your fastest laps.

SUPER MARIO WORLD WATCH
WAS £12.99 NOW £6.99+p&p 32009
Mario and Yoshi travel over seven game worlds to save Princess Toadstool from the clutches of the evil Koopa. Includes headphones!

SUPER MARIO BROS WATCH
WAS £14.99 NOW £6.99 +p&p 32008
Battle against Bowser to save Mushroom World in this fast action, multi-level platform game watch.

LEGEND OF ZELDA WATCH
WAS £14.99 NOW £6.99+p&p 32007
Link travels the underground complex to slay the Dragon. Collect weapons to destroy the Menagerie of Monsters.

TETRIS GAME WATCH
WAS £14.99 NOW £6.99+p&p 32006
The ultimate Russian brain-teasing puzzle is now available on a watch! Fast reflexes and a clear mind are required to [illegible] this game of strategy

LEGEND OF ZELDA 3D WATCH
WAS £5.99 NOW ONLY £1.99+p&p!! 32005
Flip [illegible] the 3D-moulded Zelda figure to reveal a five-[illegible] LCD digital watch.

SWEATSHIRTS & T-SHIRTS

MARIO T-SHIRT
WAS £6.99
NOW £2.99+p&p 31-003

MARIO MADNESS T-SHIRT REDUCED FROM £6.99 TO JUST £2.99+p&p 31-009

MARIO SWEATSHIRT
WAS £2.99
NOW ONLY £5.99+p&p 31-001

SUPER QUALITY T-SHIRTS & SWEATS AVAILABLE IN SIZES: 7-8,9-10, 11-12 & 13-14 yrs.

HOW TO ORDER

For fast service on Credit Card Sales call **0908 262366**
9 00am til 5 30pm Monday to Friday or send your order by post to the address below

Postage & packing
Goods totalling under £5 00 please add £0 75
over £5 00 please add £1 50
over £15 00 please add £2 50

Our Squared Circle guarantee means that if you are not completely satisfied with any item you purchase you may return your purchase in its original condition with in 14 days We will refund your money or exchange the item N B Computer games may only be returned if they are faulty

CARD NUMBER

EXPIRY DATE

ISSUE NUMBER (SWITCH ONLY)

Cheque or postal order enclosed made payable and sent to
SQUARED CIRCLE LTD
PO BOX 848 18 VINCENT AVENUE,
MILTON KEYNES MK8 0HF

VISA ☐ MASTERCARD ☐ ACCESS ☐ SWITCH ☐

Signature _____ Date _____

ITEM	CODE	SIZE	PRICE	TOTAL

MR/MRS/MISS
INITIAL _____ SURNAME _____
ADDRESS _____

NAME OF RECIPIENT _____ AGE _____
DELIVERY ADDRESS (IF DIFFERENT FROM ABOVE) _____

TOTAL
P&P
TOTAL ENCLOSED

Please tick here if you do not wish to receive other mailings ☐

Goods will be despatched within 14 working days from receipt of order

amiga FORCE

CD 32

AMIGA REVOLUTION

1994

	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE	
Mon	3 10 17 24 31	7 14 21 28	7 14 21 28	4 11 18 25	2 9 16 23 31	7 14 21 28	Mon
Tue	4 11 18 25	1 8 15 22	1 8 15 22 29	5 12 19 25	3 10 17 24	1 8 15 22 29	Tue
Wed	5 12 19 26	2 9 15 23	2 9 15 23 30	5 13 20 27	4 11 18 26	2 9 15 23 30	Wed
Thu	5 13 28 27	3 10 17 24	3 10 17 24 31	7 14 21 28	5 12 19 27	3 10 17 24	Tho
Fri	7 14 21 28	4 11 18 25	4 11 18 25	1 8 15 22 29	5 13 28 28	4 11 18 25	Fri
Sat	1 8 15 22 29	5 12 19 25	5 12 19 25	2 9 15 23 30	7 14 21 29	5 12 19 26	Sat
Sun	2 9 15 23 30	5 13 20 27	5 13 20 27	3 10 17 26	1 8 15 22 30	6 13 28 27	Sun

	JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	
Mon	5 12 19 26	2 9 16 23 30	6 13 20 27	4 11 19 26	2 9 15 23 30	7 15 22 29	Mon
Tue	5 13 28 27	3 10 17 24 31	7 14 21 28	5 12 20 27	3 10 17 24	1 8 15 23 30	Tue
Wed	7 14 21 28	4 11 18 25	1 8 15 22 29	5 13 21 28	4 11 18 25	2 9 17 24 31	Wed
Thu	1 8 15 22 29	5 12 19 26	2 9 16 23 30	7 14 22 29	5 12 19 25	3 11 18 25	Tho
Fri	2 9 16 23 30	6 13 20 27	3 10 17 24	1 8 15 23 30	6 13 20 27	4 12 19 25	Fri
Sat	3 10 17 24 31	7 14 21 28	4 11 18 25	2 9 17 24 31	7 14 21 28	5 13 20 27	Sat
Sun	4 11 18 25	1 8 15 22 29	5 12 19 26	3 10 18 25	1 8 15 22 29	6 14 21 28	Sun

OLIVER FROY